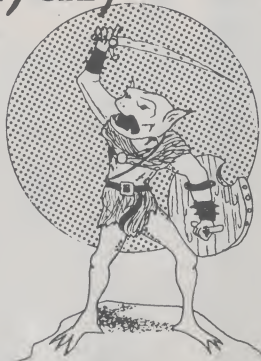


1 F . 0 2 7 . < 2 7 . 7 5 2 7 1 7 7 . 7 5 1 7 7 . 0 2 7 . 8 7 7 . 7 5 7 7 . 2 7 . 2 7 . 7 5 7 7 .

# Runelord

ORIC-1



The Ultimate Concept in Role-Playing Adventures

- \* Graphical & Text Games
- \* Customised Characters can be used again & again
- \* Game-Save facilities
- \* Battle-Magic \* Wandering Monsters
- \* Hidden Treasures

The Runelord Masterpack (Character Generation Module plus sample game) is now available for the ORIC-1  
Each game can be played on its own or built into a massive 10 part quest! - new modules will be released over the next few months. Each game becomes increasingly more complex and will build into not just a game but a way of life!

RUNELORD Masterpack

7.50 incl.



MODULAR CONCEPT  
PERIPHERALS  
FREEPOST  
SWANSEA SA8 4ZZ



7 5 1 7 7 . 0 2 7 . 8 7 7 . 7 5 7 7 . 2 7 . 2 7 . 7 5 7 7 .

# GEM SOFTWARE

SOFTWARE FOR THE BBC-B AND LYNX 48/96K

**SPANNER MAN** for the LYNX ..... £7.95

An earthquake has damaged the reactor coolant pipes of your local Nuclear Power Station. You, the local plumber, have been called into help mend the leaks. Can you repair the pipes using your trusty spanner and save the town from disaster, or will the mutant rats and the rising water send you round the bend!! A multi-level machine code game that stretches you and the Lynx to the limits giving you the best graphics ever and a whole host of features.

**OH MUMMY** for the LYNX ..... £7.95


Your party of archeologists enter the pyramid in search of the mummies of the pharaoh's household. There are five burial chambers containing treasure, secret scrolls, keys, royal mummies and some nasty surprises. To pass from one chamber to the next, you must find the key and the royal mummy, but beware, you may uncover a guardian, who will chase your group to avenge your desecration!! A machine code game for those with nerves of steel and great courage.

**UNTIL** — 1 for the BBC-B ..... £9.95

Two very useful utility programs for the BBC-B. Both tested on OS 1.0 and above. *Character Define* gives you a comprehensive and simple way to quickly create all manner of user defined characters. *Envelope Editor* will enable you to unravel the complexities of the Sound and Envelope commands, so that you can produce exactly the sounds you require.

**TANK ATTACK** for the BBC-B\*\* ..... £7.95

A machine code game for 1/2 players, defending supplies against computer controlled tanks. This game will stretch your reflexes to the limit as you battle with the enemy tanks. They won't be able to shoot back until they have supplies, but when they do, look out!! Joysticks required.

\*\*Available from selected branches of 

Lots more titles available, details on request.

All titles available mail order or Access.

All cassettes despatched by return of post. U.K. Postage included.

## GEM SOFTWARE

UNIT D, THE MALTINGS, SAWBRIDGEWORTH, HERTS.

Telephone: (0279) 723567

TRADE ENQUIRIES WELCOME — PLEASE RING FOR DEALER PACK

# MISSION - 1

## BECOME A SECRET AGENT

## PROJECT VOLCANO

Mission Software's complete package on Project Volcano, is probably the most advanced Adventure Computer Game Package you have considered this year. It is not just for the dedicated game player but for those that want to get involved in Secret Codes — Messages, and the seamy-side of Di6 (British Intelligence) and the K.G.B. IT IS A MUST FOR THE SINCLAIR SPECTRUM 48K AND DRAGON 32 HOME COMPUTER OWNERS.

When you receive your Adventure Game from Mission Software Limited, included in the package is your Passport to the international workings of the Secret Agents. Your personalised Passport will assist you in negotiating the K.G.B. network in the Soviet Block Countries and vital to the success of your mission. Command Headquarters will give you information that other Agents have recorded, together with their Communication Log, Mission Instructions, Secret Memos, Classified Diagram, Full Briefing Instructions and other Secret Data. IT'S UP TO YOU TO BREAK THE CODE AND BECOME A SUCCESSFUL SECRET AGENT. We rely upon our Agents to feed back information to make further projects interesting and complex, to tax your ability and to guarantee many hours of enjoyment. We believe Mission Software Limited is the only company that supports its Field Agents with a mass of Secret Information to make the Mission exciting and enjoyable which makes it a must in Computer Games.

- We know your friends will want to become Secret Agents and use your game. We will be quite happy to supply them with their Passport and Documents for £2.95 per kit. This way you always retain your personal Passport and Secret Information.
- The moment you tell us you have completed your current assignment we will advise by Secret Data, details of how to penetrate one of the World's most secret establishments.

- To obtain your Game and personal Passport with all its Secret Documents send a Cheque or Postal Order for £6.95 (inc. P.P. & V.A.T.) with the Coupon at the foot of this advertisement.

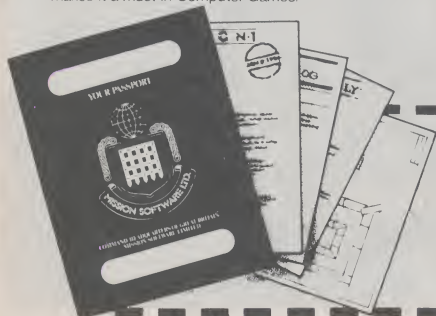
ORDER MISSION 1 TODAY AND JOIN THE GROWING NUMBER OF SECRET AGENTS OPERATING FROM COMMAND HEADQUARTERS.

**£6.95**

Inc. P.P. & V.A.T.

## MISSION SOFTWARE LIMITED

COMMAND HEADQUARTERS · 1st FLOOR  
49 GRANGE ROAD · DARLINGTON · Co. DURHAM  
DL1 5NB · TELEPHONE (0325) 483344



NAME .....

ADDRESS .....

PLEASE SEND ME MISSION 1 FOR MY (TICK AS APPLICABLE)

DRAGON 32 ☐ SINCLAIR SPECTRUM 48K ☐

EXTRA PASSPORT CODE-BREAKER £2.95 ☐

I ENCLOSE MY TOTAL REMITTANCE OF £.....  
CHEQUES AND POSTAL ORDERS MADE PAYABLE TO MISSION SOFTWARE LIMITED

MISSION SOFTWARE LIMITED · COMMAND HEADQUARTERS · 1st FLOOR · 49 GRANGE ROAD · DARLINGTON  
DURHAM · DL1 5NB · TEL. (0325) 483344

CVG3



Just the thing for  
these long winter  
nights. . . .



**PETTIGREWS DIARY** £7.95  
(Dragon/BBC "B" in February)

"I have nothing but praise for this unorthodox adventure. It utilises the graphics of the Dragon well, has plenty of tunes and is well error trapped"  
Micro Adventurer

**EMPIRE** £6.95  
(Dragon/BBC "B")

"This is a terrific game . . . highly addictive"  
Home Computing Weekly

"An extremely good game . . . highly recommended"  
Personal Computer News

"The ideal game as the winter nights draw in"  
Popular Computing Weekly

AVAILABLE FROM BOOTS AND  
ALL GOOD SOFTWARE  
STOCKISTS OR DIRECT,  
ENCLOSING A CHEQUE/P.O. TO  
**SHARDS SOFTWARE**  
189 ETON ROAD,  
ILFORD,  
ESSEX IG1 2UR.



**IF**

you use a Commodore

you need

on sale at newsagents from 26 January

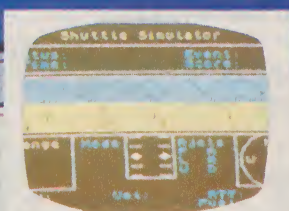
price 85p



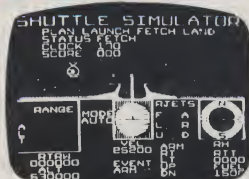
# LIFT OFF with



# SPACE SHUTTLE



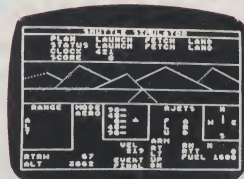
SPECTRUM LAUNCH STAGE



DRAGON 32 ARM STAGE



BBC FINAL STAGE



ATARI FINAL STAGE

## MISSION BRIEF

Successfully pilot the Shuttle through Launch, Fetch & Finals. Take off and position Shuttle in orbit. Manoeuvre alongside malfunctioning Satellite. Retrieve - then re-enter to glide without fuel to White Sands Desert.

## PREVIOUS SUCCESSFUL MISSIONS

EXCELLENT - "Personal Computer News"  
A WELL THOUGHT OUT GAME - "Dragon User"  
ALMOST WORTH BUYING A DRAGON FOR -  
"Which Micro"



## MISSION STATUS

Available for  
48K ORIC 1, ATARI 16K, DRAGON 32, BBC  
MODEL B, SPECTRUM 48K, COMMODORE 64,  
ACORN ELECTRON, TANDY COLOUR 32K  
CASSETTE £8 DISK £10

Postal Orders to  
41 Truro Road, St. Austell, Cornwall PL25 5JE  
Telephone/Credit Card Order  
Tel: 0726 3456



# MICRODEAL



John Menzies

Available from computer dealers  
nationwide or from larger branches of





## KEEPING MARY AMUSED!

And now for something completely different! A graphics adventure where the action is played out before your very eyes!

*Valhalla* loads in a Spectrum under a striking title page and offers you six quests. These are to find special hidden objects: Ofnir (key), Drapnir (ring), Skornir (shield), Skalir (sword), Felstrong (axe) and Grinnir (helmet). These objects can only be discovered in the above order.

The gameworld has a cast of dozens, and at any location you may expect to meet and perhaps cross swords with a range of gods and goddesses (including Mary), giants, dwarfs, wolves and dragons, of varying temperaments and abilities.

## BY KEITH CAMPBELL

In search of the foreign objects, you move around by issuing the usual Adventure commands, but may also play a 'wild card' by jumping on to a ringway if one is present. This is a magical method of transportation rather than a continuous urban dual carriage-way, and to travel one you must be carrying, of course, a ring!

Where *Valhalla* is different from other graphical Adventures is in its display format — the screen is split into three bands.

On arrival at a location, the top half displays an excellent hi-res picture, drawn very quickly. I got the impression that these graphics were composed of modules, re-arranged to give many combinations of picture from the same blocks.

Next, the lower 25% shows the text replies, whilst the final band rather too slowly draws the characters and objects present. The centre band therefore appears to form a continuous picture with the top band, like a stage.

In some ways, this game is like *Hobbit*, for all the characters have a mind of their own, and appear, disappear, drop things and attack you and each other according to their whims. But unlike *Hobbit*, they actually move. Their little legs walk, they jump about whilst fighting, and lift their wine to their heads when they drink. As this happens, so a text commentary is written below. If you want to pick up an object, then your figure will walk across the screen and get it.

Of course, all this slows down the rate

## A COLOSSAL TALE OF COUNTRY FOLK

James Frost is stuck with a Colossal problem, trying to pass the clam. He is at his Wits End — and that baffles him too!

Steve Waller and Ian Hall have so far amassed 274 points out of 1100 in this game, and admit they can get no further. They have heard of dwarfs sleeping in a cave, and of dynamite. They urgently need directions to find them. If I can't help, who can, they ask? Oh dear — I can't? Who can?

But the most elegant Colossal plea comes from Mr. Dan Clark and Dr. Andrea Kingston, playing away at Skylark Farmhouse near Norwich. Rustics that they are, they turned bard to crave help:

### Bumpkins' Lament

Colossal Classic mainframe game,  
Is driving us poor kids insane.  
It seems we've run right out of  
luck,  
We get so far and then get stuck.

We have the jewelry and the vase,  
The golden eggs and silver bars,

The spices and the precious nugget  
(Quite a way we had to lug it).

Can you help us in some measure  
With the other hidden treasure?  
Y2, carved upon a rock,  
Could it be a secret lock?

The rug we think perhaps can fly  
To secret places in the sky.  
Will the mirror smashed and  
broken,  
Lead us to another token?

"Hocus! Sesame! Shazam!"  
"Nothing happens" — blast and  
damn!  
Bumpkins both in helpless plight  
Please save us from more sleep-  
less nights.

To which I can but reply:

Hi Dan and And! Oh woe is mine!  
I've had no tape from Level 9,  
And so, you see, I must rely  
On that great Mainframe in the sky.

My problem is with ease predicted,

Time on Comshare's much res-  
tricted.  
Thus forays in this game are brief  
And efforts mostly come to grief.

I've caged the bird that wings it  
quick,  
(That rusty star's a nasty trick!)  
I've built and crossed a bridge of  
crystal,  
And lost lamp's light for reasons  
fiscal.

I've kissed a frog (some think me  
kinky!)  
And passed on warts to princess  
slinky.  
I think I'll catch some tadpoles  
soon  
The way those frogs cavort the  
room!

To readers all with 9's adventure!  
I herewith offer my debenture,  
In return for heaps of clues.  
Please put an end to bumpkin  
blues.



## EDUCATION THROUGH ADVENTURE

Solving an Adventure, as most of us know to our cost, is often a matter not only of solving a puzzle or being observant, but of hitting upon a particular word or phrase. Out comes a dictionary and Roget's Thesaurus, and with perseverance, we win through!

But what of an Adventure written in a foreign language? Never seen one around? Not played *'La Maison d'Amusement Mystère'*? Nor have I!

Consider the plight of Walter Goegebeur from Edegem, near Brussels. "Hoping you will forgive my mistakes against 'living English'," writes Walter, "but you're my last hope from being kept away from cracking Scott's *Mystery Fun House*". Walter had spent more than a month consulting friends and relatives, and studying English dictionaries, to no avail. He still got shot from the shooting gallery.

Walter could not be sure whether it was an English word or phrase he

needed, or if his problem was the puzzle itself! So I was pleased to be able to reassure him on his English, and spill the beans! (Sorry, Walter — I mean 'reveal all'). That, of course, highlights one of the difficulties of playing Adventure in a foreign language. The phrase I just used has nothing to do with making a nasty mess in the kitchen! However, because you have to master its idioms, playing Adventure in a foreign language is a good way of learning the 'living' language!

Rene di Giovanni wrote from Amsterdam to relate his difficulties with *Espionage Island* played on a ZX81. He was stuck in the plane, and unable to escape without dying. PULL CORD is the clue, and Rene could see the cord, but perhaps that phrase is particularly English.

On the other side of the coin, our lock-collector and masochist

Adventure-converter, Bill Stanton, spent his holidays in Germany, and got involved in translating a French Adventure. "Have you ever tried getting French-speaking Germans to give you the sense of idiomatic French phrases in German-English . . . ?" asks Bill. He is now back home in St. Alban's trying to recover, and probably programming his Pet with well known Basic statements like: POUR JE% = 1 A 8 : SI (X(JE%)=Z) ET (Y=9) PUIS VA A 8000 PROCHAIN JE%.

On a more serious note, the Adventure format lends itself admirably to educational software of all sorts, especially languages. It is an area of software that has not been exploited. Wouldn't school pupils find it fun if their next French homework was "Comment reveillez-vous la dragon dormante"? They would have to play a special version of Adventureland — in compiled French, of course!

of play, but if you like watching it all happen, then you'll put up with that.

*Valhalla* has a range of special commands. WHO will list the characters in the text area, with an arrow pointing upwards to each image. WHAT will do the same for objects, HOW will tell you your current strength and so on. Should you type in anything untoward, you will be told Mary is not amused. A little fellow will walk onstage, and in a very determined way approach you to remonstrate. This will cause your figure to blush severely!

*Valhalla* is written in Basic with some machine code routines. A look at the listing won't reveal much in the way of clues. And despite protection against looking at the listing, it is easy because, despite all the ballyhoo preceding its arrival, and a seven-strong production team, *Valhalla* has at least one bug, which will cause the program to stop and you to reload. But will YOU discover the words that crash the game?

*Valhalla* is from Legend, overpriced and overrated at £14.95.

### GATEWAY

When we had a family visit recently, all the kids made for the computer room. This is known in most houses as a dining room — but it enables us to play while we eat!

They ignored *Space Adventure* on the Spectrum (don't blame them) and *Zork* on the TRS-80 (fools!), and although Dougie aged 8, defected to *Donkey Kong* on the Dragon, Karl and Rebecca headed straight for *Gateway to the Skies* on the Beeb. Of course, the Beeb is a schoolfriend, and my ulterior motive in getting them to help me through a review whilst being hospit-

### PHILOSOPHERS, INCAS AND SORCERORS

Many try to enter the porthole, but are cursed by the Incas: carry the right things — one of them must be chiselled out of the flint.

To James Jennett playing *Ship of Doom*: a double switch may cast light on your problem.

To Brian Jones playing *Sorcerer's Island*: bribery can pay dividends.

For the impossible mission: don't be bad — do as you oughta, take the bomb up to the water.

For philosophers everywhere: approach cheese with protective device, and after taking it, drop it every so often for a bit. To relieve your neck, find the workman in the ME passages. Hop, crawl and run when in danger! And how many dogs do you want? Settle for three? Can you spot the second? You'll have to spot the third!

able to visitors had worked!

I went off to quaff home-made beer and make polite conversation, and occasionally popped back in to see how they were doing.

Quick responses — good! White on black text — bad! Replies less than terse — good! Karl had used a credit card in the village supermarket and got the reply "That'll do nicely!" I liked it! Back to the quaffing . . .

I could hardly wait till they all went, and I was straight on to the Beeb.

Now hardy Adventurer's will never pass up the opportunity to take a lamp or food. Once spotted, you can guarantee there will be an area of darkness ahead, and that you will need sustenance. So I took the lamp offered me in the gift shop, and proceeded to the supermarket with my credit card for food. That is where it all went wrong.

The supermarket cashier rattled on the deal, disappearing with my card without handing over the food. On impulse, I tried to shoot her with my laser gun. "I don't understand the word cashier." EXAMINE FOOD. "I don't understand the word EXAMINE." LOOK FOOD told me where I was.

Now just as necessary as a lamp, is the Adventurer's stock-in-trade — "LOOK (or examine) object". Being able to look at, and examine things is one of the means by which an Adventurer gets mystery and excitement in a game. Through this device, the author is able to avoid blatant clues, making the player wait until he deduces there must be more information. The player is then often given a puzzle or cryptic clue to chew on.

I got the food later, but my enthusiasm was shattered. A pity, for this game held such promise!

Vocabulary — bad. Logic/difficulty — doubtful. Plot/theme — shakily promising. Shall I try again . . . ?

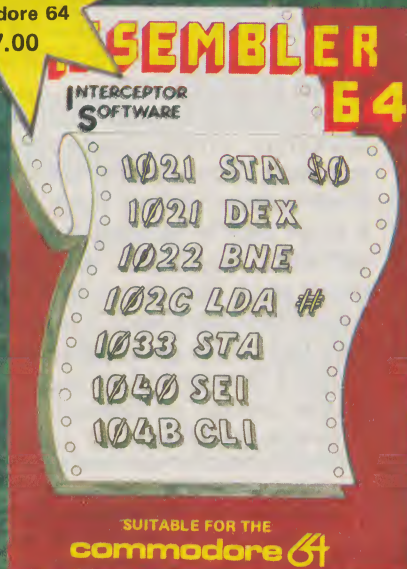
*Gateway to the Skies* comes in two parts. I only looked at the first half, as you have to save data at the end of it to enter part two.

From Solar Soft. For the 32k BBC, priced £8, 48k Spectrum, priced £6.95.



# INTERCEPTOR MICRO'S

Our first utility  
program for the  
Commodore 64  
£7.00



## 4 NEW RELEASES

An  
amazing new  
Arcade  
adventure  
on the  
Commodore 64  
£7.00



A graphical  
adventure on  
the CBM 64  
£7.00



A super new  
idea for an  
Arcade game  
Commodore 64  
£7.00



### DEALERS

GIVE US A RING ON  
(07356) 71145 FOR A  
GREAT DEAL!!  
FANTASTIC DISCOUNTS  
FREE PROMOTIONAL  
MATERIAL AND MOST  
IMPORTANT OF ALL,  
SUPERB SOFTWARE

NAME

ADDRESS

☐ ASSEMBLER 64 (CBM 64)

☐ TOKEN OF GHALL (CBM 64)

☐ VORTEX RAIDER (CBM 64)

☐ SIREN CITY (CBM 64)

I enclose a cheque/P.O./Int. Money Order for £.....  
Send order with payment to:-  
Interceptor Micros  
Lindon House  
The Green  
Tadley  
Hants.



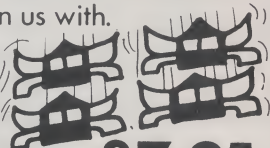
# Solar SOFTWARE

51 Meadowcroft, Radcliffe,  
Manchester. M26 0JP  
Tel: 061 724 8622

## Quality arcade action games for the **COMMODORE 64**

**GALAXIONS** The earth is being invaded by an alien force, the GALAXIONS have arrived from a dying planet, determined to destroy civilization as we know it. They came in formation, swooping and diving towards the planet earth. You and you alone can save mankind from the terrifying destruction the aliens threaten us with.

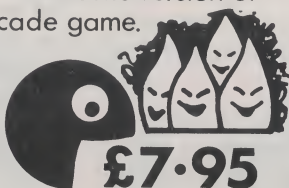
100% Machine Code  
3 Lives  
Bonus ship at 10000  
Progressive levels of play



**£7.95**

**munch man 64** A fantastic version of this popular arcade game.

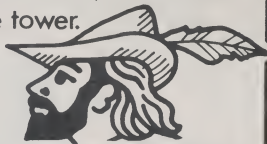
100% Machine Code  
3 Lives, Bonus fruit  
Power pills  
4 Very intelligent ghosts



**£7.95**

**Robin to the Rescue** In days of old when knights were bold and the sheriff was in power, to play this game guide Robin Hood, to Marian locked up in the tower.

100% Machine Code  
Sprite Graphics  
3 Lives  
12 Screens of arcade action



**£7.95**

All our games are available mail order P&P included from the above address. Orders sent by return post. Also available from all good computer shops.

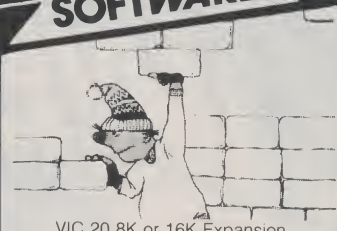
Distribution,  
P.C.S. Darwen, CENTRE SOFT West Midlands  
ALPHA TAPES, Merseyside, TIGER, Cheshire,  
CALISTO, Birmingham, LIGHTNING, London,  
LEISURESOFT, Northampton.

## PARAMOUNT SOFTWARE

A Registered Trading Name  
of Workstations Ltd.

**CHOCABLOC** - A fast moving, pure Machine Code action game, with Chocabloc our hero trying to sort out some Real Cool Choc Bars - until everything goes crazy and the action is on! Arcade standard. Fully featured. Excellent sound and graphics. Keyboard or Joystick.

**£6.50**



VIC 20 8K or 16K Expansion.

**OUTBACK** - Can you use the very sophisticated defence set-up to beat off the cunning Swagmen? How long will you survive? Pure Machine Code action. Fully featured. Superb colour and graphics. A game with a difference. Joystick.

**£5.50**



Any VIC 20



**COUNTDOWN** - Time is important. Accuracy essential. Courage mandatory. But above all, Nerve is the prime attribute needed for your mission as an agent in the crack S.M.U. A Superb Arcade/Graphical Adventure. Keyboard or Joystick.

**£5.50**

VIC 20 8K or 16K Expansion.

**MEGAWARZ** - Where does your fantasy go when your mind leaves your body? Megawarz will take you there you can be sure. High resolution, multi-colour graphics. Sprite graphics. Synthsound. Pure Machine Code action. Arcade standard. A magical planetary trip. Keyboard or Joystick.

**£7.50**



Commodore 64



Dragon 32

**CASTLE OF DOOM** Fully implemented graphical adventure. A compelling and devious plot which retains excitement and interest to the end - if you ever reach the end! An experience in adventuring not to be missed. It's user friendly too!

**£6.50**

**JOGGER** - Truly a jogger amongst joggers. If you have trotted with the rest, now run with the best. Machine Code action. Superlative sound. Creative colour. A quality programme from Paramount. Joystick.

**£5.50**

Any VIC 20.

TRADE  
ENQUIRIES

Tel: (0642) 604470

**WRITING  
MARKETABLE  
PROGRAMMES?**

Hitch your wagon to  
PARAMOUNT. Send  
for evaluation and  
terms.

Paramount Software, 67 Bishopton Lane, Stockton,  
Cleveland, TS18 1PU. (England)

Chocabloc	£6.50	<input type="checkbox"/>	Name.....
Outback	£5.50	<input type="checkbox"/>	Address.....
Countdown	£5.50	<input type="checkbox"/>	.....
Jogger	£5.50	<input type="checkbox"/>	.....
Castle of Doom	£6.50	<input type="checkbox"/>	.....
Megawarz	£7.50	<input type="checkbox"/>	.....

I enclose cash/cheque/P.O. for £.....  
Overseas orders add £1.00 for airmail.





## HELPLINE

Every now and again one of those desperate people trapped in a small room with a calculator writes in. The fact they are not in an asylum yet is a tribute to their tenacity. Has ANYONE got out of there since I last wrote about *Deathmaze 5000*, a couple of years ago?

Mr. Poles of Lutterworth will be disappointed to learn that the general consensus of opinion is that the *Philosopher's Quest* lamp cannot be lit.

Congratulations to Robert Davidson from Macclesfield, and Colin Bignell down in Littlehampton, the only readers so far to lay claim to completing this game. In a long helpful letter, Robert suggests that Mr. Poles must have been sleeping with the lamp on, for the game can be completed without relighting it. Colin Bignell says it cannot be relit, and warns Mr. Poles to be careful in its use — especially when talking to the old sailor. James Frost of Windlesham agrees, and suggests using matches for extra time.

But what's this? Karl Howard writes from Rochdale and says the lamp CAN be relit — type RUB LAMP. I suspect the confusion is because Mr. Poles did not state whether or not he had run out of fuel.

Shaggy dogs, cheese and albatrosses are among the favourite subjects of all good Philosophers, and clues have arrived from numerous sources, including Roger Durrant, Mark Chaffey, and C. M. F. Bone, to help David Somekh.

Keith Lumb from Lowton near Warrington is shedding crocodile tears in the everglades. He is playing, or rather trying to play, *Sphinx*. Why does his magic bridge collapse when he tries to cross it?

And what about those crocs?

Christopher Tihanyi is a troubled man. He's got five adventures in a state of chaos down in Bristol. I can help him directly with some, but here is a plea in which I join — how DO you open the Xenos safe?

Martin Brunt of Woolwich is lucky enough to be playing *Zork* on a VAX-11 750, but is unlucky to have run into severe problems. (Don't we all!?) What is the receptacle in the balloon for? Martin suspects it's for something with which to heat the air, but the only suitable object he can find is an ivory torch which burns out after melting the glacier. Come in *Zork* players!

Do you know where to find the second stone tablet in *Golden Voyage*, to help Paul Hurditch in Rotherham?

Some find *Mission Impossible* too simple, others impossible. Disarming the bomb has caused much confusion, especially to Andrew Dobson. See page 57 for the clue.

So many readers have written in

with high *Hobbit* scores, it would take a page to list the names! So here is the only claimant to a 100% score so far — by Keith Oliver of Tollesbury.

From David Worbishley of Baldingstone, come some comments about *Swords and Serpents*. He suggests that Messrs. Hughes and Nosworthy have not enjoyed the full flavour of the game, which can only be done playing the two-player version.

"The great advantage this has is that the players can actually enter the dragon's lair, gather up the treasures inside, and talk to each other to combat the excruciating boredom," writes David. "Incidentally," he adds, "the dragon plays no part in the game and might just as well be a giant sausage as a sinister serpent."

If YOU are stuck in an Adventure, can help an Adventurer in distress, or have an interesting or amusing Adventure experience, write to me at Adventure Helpline, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5JB.

## CROSS THE DOTS!

*Space Island* turns your Spectrum into a control panel on board a starship in geostationary orbit above the island of Roba on the planet Zyro. You control an android who 'stands alone amidst wreckage and awaits your command.' Your TV set becomes a videoscanner (what else?) showing an 'orbital map' of Roba Island.

Somehow my Spectrum didn't quite have the feel of a control panel — well, let's face it, have you ever seen a control panel you can slip into your back pocket and not notice?

Obviously my pet android felt this, for when I tried to move him around the tiny island (him a dirty great cross trying to rendezvous with microscopic dots representing objects), he didn't respond with quite the alacrity one

might expect from such a high-tech device. Once moving, this obstinate creature would proceed inexorably in the same direction until commanded otherwise. Even after a good night's sleep he would wake up and plod on regardless in obedience to his previous instruction!

Apart from this painful method of movement, *Space Island* boasts a vocabulary of 19 words, yes folks — 19! Not whole words admittedly, but the initial letters of verbs.

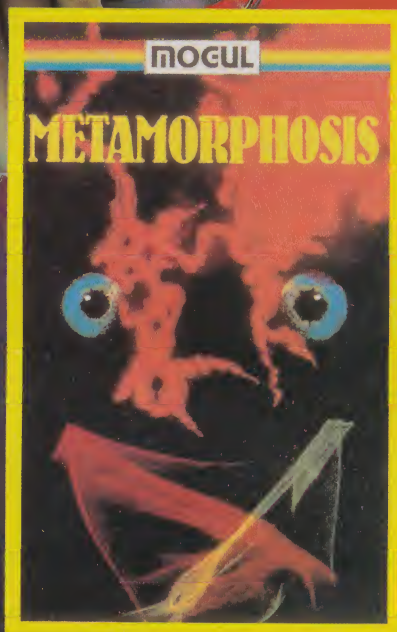
The cassette inlay mentions slick machine code display. However, the program is written in Basic, and reaction is just not slick enough to give adequate control.

*Space Island* is for 48k Spectrum from Terminal Software, price £6.95. Fairly apt, for if I'd played it for much longer, I would now be suffering from terminal boredom.



# MOGUL

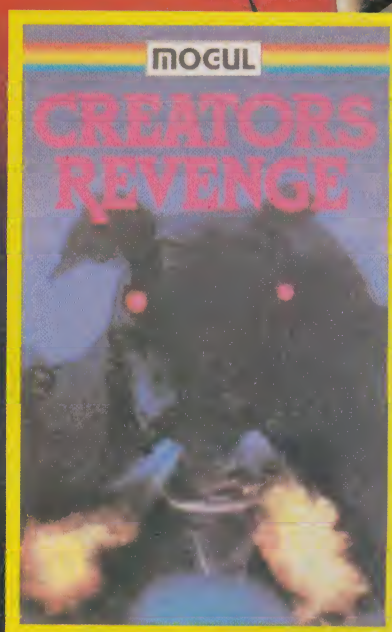
## THE HOTWARE PEOPLE



### METAMORPHOSIS

You stumbled into the nest of the **Cyglorx** and find yourself fighting off robot tanks guarding the **Cyglorx** eggs. You think you have everything under control and then the eggs start **hatching**. Commodore 64 version features 4 different screens.

VIC 20 - COMMODORE 64  
£7.95



### CREATOR'S REVENGE

The **creator** assembled a massive army of **robots** and **insects** to take revenge on the earth. Destroy insects, get treasures, and get the **neutron bomb deactivator**. Battle robots and **destroy** the neutron bomb before it annihilates your city. Miss and you must face the **mutants**. Features 4 different screens.

COMMODORE 64  
£7.95

### OTHER GAMES AVAILABLE



MOGUL COMMUNICATIONS LIMITED  
90 Regent Street, London W1R 5PT Telephone 01-437 3156/7



# The Electronic and Cartoon

Pack up your paintbox, throw away your paintbrushes and move into the electronic age of art with our amazing new PIXSTIK™

PIXSTIK™ opens the way for all the family to create colourful designs and pictures – yet it's so much cleaner and simpler to use than conventional crayons and paints. Plus you have the built-in advantage of the exclusive ABC feature. ABC stands for animate, bounce and cartoon, meaning you can even add movements to your sketches and drawings. It's just like creating your very own cartoon clips.

With PIXSTIK™, the colours never run dry and you don't have to worry about paper supplies.

You just plug in and all the materials you need are listed on the screen. You'll have access to up to 16 exciting colours and 16 separate commands. Simply give your instructions by pointing PIXSTIK™ at the appropriate colour or command.

PIXSTIK™ couldn't be easier to operate. Whether you're eight or eighty, you'll find it fascinating, especially when you discover the range of pictures you can produce.

Wherever your imagination goes, PIXSTIK™ will follow. It gives





# ic Paint Box on Set

you freehand freedom or creates straight lines, triangles, rectangles, circles and ellipses with geometrical precision.

Choose whether to fill your shapes with solid colour or leave them blank. And if, after that, you still favour a paintbrush effect, simply move PIXSTIK™ into paintbrush mode and it will do the rest.

What makes PIXSTIK™ even more special is that it doesn't simply stop with a completed picture. Because it incorporates the special ABC feature, you can use individual designs as part of animated sequences and cartoons.

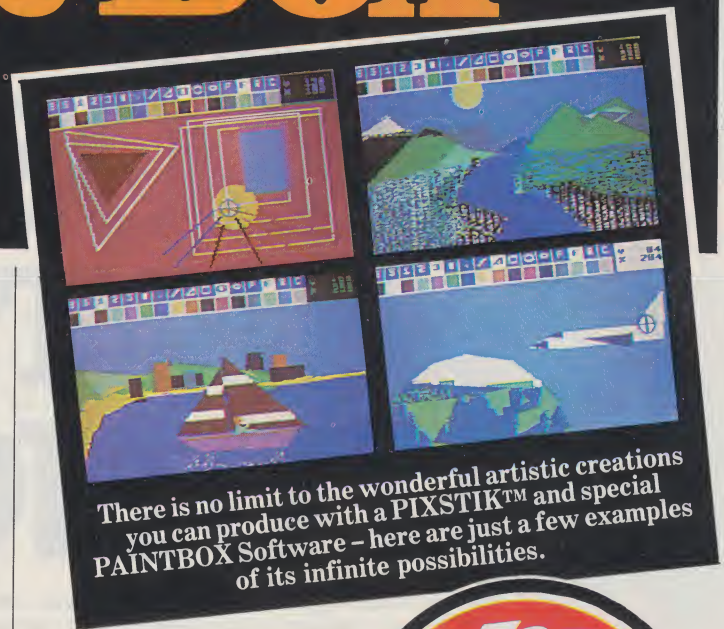
At the "animate" command, pictures stored in memory will reappear in turn. On the "bounce" instruction, your pictures will move forwards and backwards and when "cartoon" is called up, they will reappear continuously in sequence with just the effect of a professional cartoon clip.



Pictures can be drawn using fine lines, blocked lines or paintbrush effects for extra variety.

PIXSTIK™ can bring all your pictures to life. Use it to show the sun moving across the sky, smoke curling from a chimney and an arrow hitting its target.

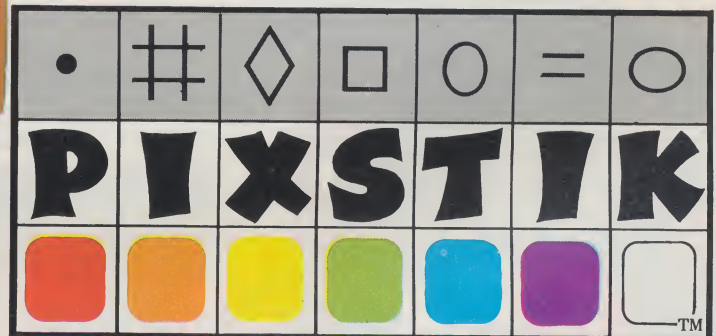
The only limit on PIXSTIK™ designs is your own inventiveness. There are even three different stick modes to ensure different colours can be drawn across each other without merging.



There is no limit to the wonderful artistic creations you can produce with a PIXSTIK™ and special PAINTBOX Software - here are just a few examples of its infinite possibilities.

For only £29.95, the PIXSTIK™ pack includes three superb computer games to play with your stick, plus a comprehensive instruction manual.

No paintbox could ever offer so much. So swap your paintbrush for a PIXSTIK™ today. It's the paintbox of the future.



PIXSTIK™ is available by mail order only, exclusively from Computapix Ltd., Gores Road, Kirkby Industrial Estate, Liverpool. Dealers: Contact Selena on 051-547 2741

**COMPLETE MULTIPACK**  
including  
**PIXSTIK™**  
Paintbox Software  
Instruction Manual  
and  
**3 FREE GAMES!**



To order send cheque/P.O. for £29.95, payable to:

**COMPUTAPIX LIMITED**

Credit card holders simply phone in your number on: 051-548 2020 (24 Hour) or complete the following:

Credit card no. ....

☐ Access ☐ Visa ☐ Diners ☐ American Express (Please tick)

Type of Computer: (Please tick)

☐ VIC 20

☐ COMMODORE 64

☐ BBC MODEL B

☐ ATARI 400, 800, 600XL OR 800 XL

Name .....

Address .....

Tel No. ....

Mail to: Computapix Limited  
FREEPOST (No stamp required)  
LIVERPOOL L33 7XS.

Please allow 28 days for clearance and delivery.



CVG 2



BY FRANK ROONEY  
RUNS ON A SHARP MZ80K

# LOST IN THE JUNGLE

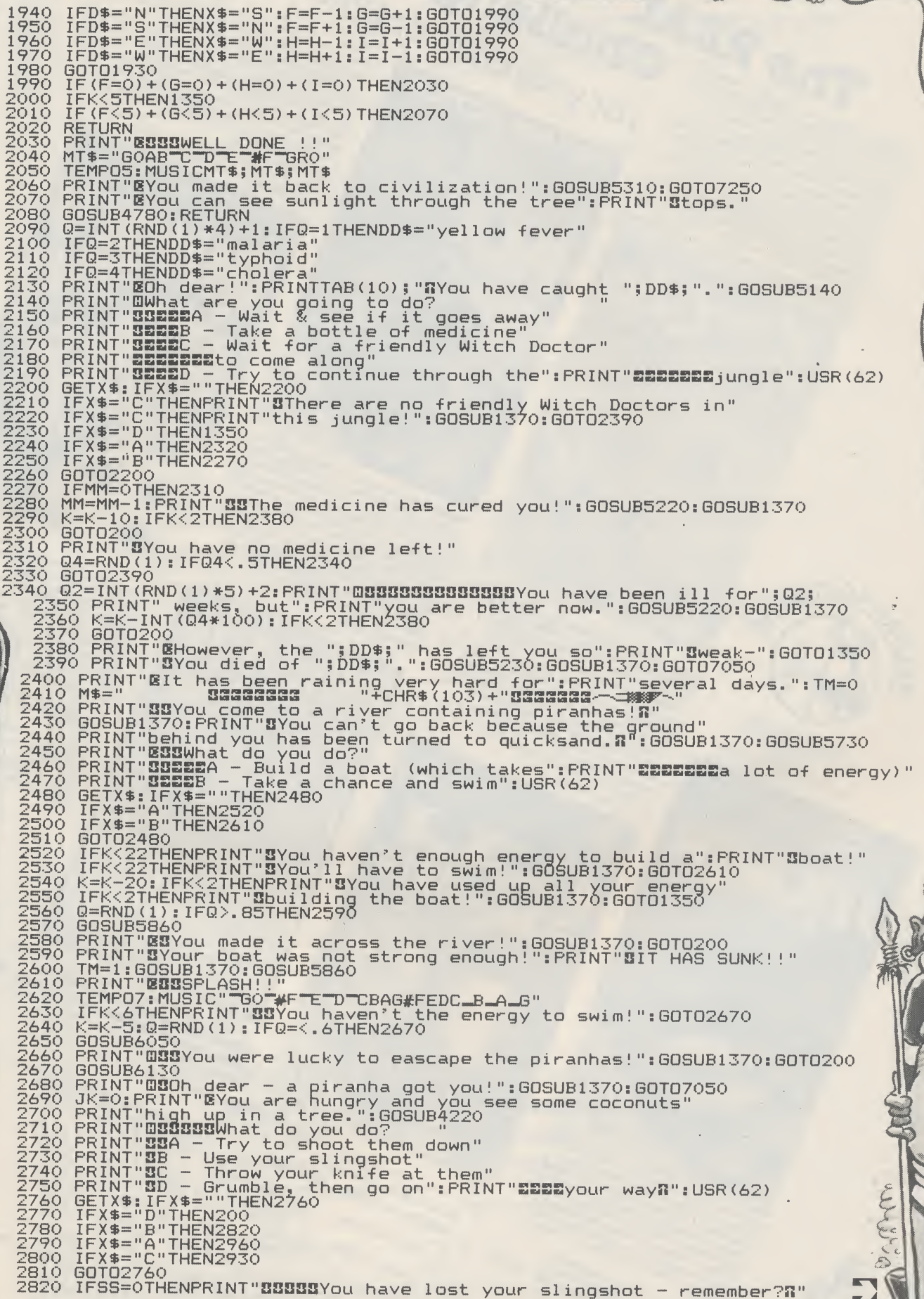
Remember last issue when we left you high and dry in the jungle? Well, this issue we are going to help you get further back to civilisation! Frank Rooney, our Sharp programmer, is the man behind this fiendish graphic adventure. He is challenging you to find your way out of an unexplored jungle with only your wits — and a few other bits and pieces you'll pick up along the way — to help you. Dare you take up the challenge in part two of our Adventure special. Final part next month!

```
1770 IFX$="N"THEN200
1780 IFX$="Y"THEN1800
1790 GOTO6400
1800 Q=RND(1):IFQ>.5THEN1830
1810 PRINT"^^Actually, it tastes quite
good!":K=K+INT(Q*25)
```

```
1820 GOSUB1370:GOTO200
1830 PRINT"^^IT MAKES YOU QUITE ILL"
1840 ML=1:MJ=25:GOTO1620
1850 K=K-INT(25*Q):GOSUB1370:GOTO200
1860 K=K-1:IFK<1THEN1350
1870 PRINT"ENERGY:":K;" BULLETS:
":M;" MEDICINE:":MM
```

```
1880 PRINT"^^Which way do you go?"
1890 PRINT"^^^^N - North"
1900 PRINT"^^^^S - South"
1910 PRINT"^^^^E - East"
1920 PRINT"^^^^W - West":USR(62)
1930 GETD$:IFD$=""THEN1930
```





```

1940 IFD$="N"THENX$="S":F=F-1:G=G+1:GOTO1990
1950 IFD$="S"THENX$="N":F=F+1:G=G-1:GOTO1990
1960 IFD$="E"THENX$="W":H=H-1:I=I+1:GOTO1990
1970 IFD$="W"THENX$="E":H=H+1:I=I-1:GOTO1990
1980 GOTO1930
1990 IF (F=0)+(G=0)+(H=0)+(I=0) THEN2030
2000 IFK<5THEN1350
2010 IF (F<5)+(G<5)+(H<5)+(I<5) THEN2070
2020 RETURN
2030 PRINT"#####WELL DONE !!!"
2040 MT$="GOABCD E#FGR"
2050 TEMPO5:MUSICMT$:MT$:MT$
2060 PRINT"#####You made it back to civilization!":GOSUB5310:GOTO7250
2070 PRINT"#####You can see sunlight through the tree":PRINT"#####stops."
2080 GOSUB4780:RETURN
2090 Q=INT(RND(1)*4)+1:IFQ=1THENDD$="yellow fever"
2100 IFQ=2THENDD$="malaria"
2110 IFQ=3THENDD$="typhoid"
2120 IFQ=4THENDD$="cholera"
2130 PRINT"#####Oh dear!":PRINTTAB(10);"#####You have caught ";DD$;".":GOSUB5140
2140 PRINT"#####What are you going to do?"
2150 PRINT"#####A - Wait & see if it goes away"
2160 PRINT"#####B - Take a bottle of medicine"
2170 PRINT"#####C - Wait for a friendly Witch Doctor"
2180 PRINT"#####to come along"
2190 PRINT"#####D - Try to continue through the":PRINT"#####jungle":USR(62)
2200 GETX$:IFX$=""THEN2200
2210 IFX$="C"THENPRINT"#####There are no friendly Witch Doctors in"
2220 IFX$="C"THENPRINT"#####this jungle!":GOSUB1370:GOTO2390
2230 IFX$="D"THEN1350
2240 IFX$="A"THEN2320
2250 IFX$="B"THEN2270
2260 GOTO2200
2270 IFMM=0THEN2310
2280 MM=MM-1:PRINT"#####The medicine has cured you!":GOSUB5220:GOSUB1370
2290 K=K-10:IFK<2THEN2380
2300 GOTO200
2310 PRINT"#####You have no medicine left!"
2320 Q4=RND(1):IFQ4<.5THEN2340
2330 GOTO2390
2340 Q2=INT(RND(1)*5)+2:PRINT"#####You have been ill for";Q2;
2350 PRINT"#####weeks, but":PRINT"#####you are better now.":GOSUB5220:GOSUB1370
2360 K=K-INT(Q4*100):IFK<2THEN2380
2370 GOTO200
2380 PRINT"#####However, the ";DD$;" has left you so":PRINT"#####Weak-":GOTO1350
2390 PRINT"#####You died of ";DD$;".":GOSUB5230:GOSUB1370:GOTO7050
2400 PRINT"#####It has been raining very hard for":PRINT"#####several days.":TM=0
2410 M$="#####"+CHR$(103)+"#####~"
2420 PRINT"#####You come to a river containing piranhas!"
2430 GOSUB1370:PRINT"#####You can't go back because the ground"
2440 PRINT"#####behind you has been turned to quicksand.":GOSUB1370:GOSUB5730
2450 PRINT"#####What do you do?"
2460 PRINT"#####A - Build a boat (which takes":PRINT"#####a lot of energy)"
2470 PRINT"#####B - Take a chance and swim":USR(62)
2480 GETX$:IFX$=""THEN2480
2490 IFX$="A"THEN2520
2500 IFX$="B"THEN2610
2510 GOTO2480
2520 IFK<22THENPRINT"#####You haven't enough energy to build a":PRINT"#####boat!"
2530 IFK<22THENPRINT"#####You'll have to swim!":GOSUB1370:GOTO2610
2540 K=K-20:IFK<2THENPRINT"#####You have used up all your energy"
2550 IFK<2THENPRINT"#####building the boat!":GOSUB1370:GOTO1350
2560 Q=RND(1):IFQ>.85THEN2590
2570 GOSUB5860
2580 PRINT"#####You made it across the river!":GOSUB1370:GOTO200
2590 PRINT"#####Your boat was not strong enough!":PRINT"#####IT HAS SUNK!!"
2600 TM=1:GOSUB1370:GOSUB5860
2610 PRINT"#####SPLASH!!"
2620 TEMPO7:MUSIC"GO#F E D C B A G#F E D C B A G"
2630 IFK<6THENPRINT"#####You haven't the energy to swim!":GOTO2670
2640 K=K-5:Q=RND(1):IFQ<.6THEN2670
2650 GOSUB6050
2660 PRINT"#####You were lucky to eascape the piranhas!":GOSUB1370:GOTO200
2670 GOSUB6130
2680 PRINT"#####Oh dear - a piranha got you!":GOSUB1370:GOTO7050
2690 JK=0:PRINT"#####You are hungry and you see some coconuts"
2700 PRINT"#####high up in a tree.":GOSUB4220
2710 PRINT"#####What do you do?"
2720 PRINT"#####A - Try to shoot them down"
2730 PRINT"#####B - Use your slingshot"
2740 PRINT"#####C - Throw your knife at them"
2750 PRINT"#####D - Grumble, then go on":PRINT"#####your way":USR(62)
2760 GETX$:IFX$=""THEN2760
2770 IFX$="D"THEN200
2780 IFX$="B"THEN2820
2790 IFX$="A"THEN2960
2800 IFX$="C"THEN2930
2810 GOTO2760
2820 IFSS=0THENPRINT"#####You have lost your slingshot - remember?"

```



# The REAL Challenge!

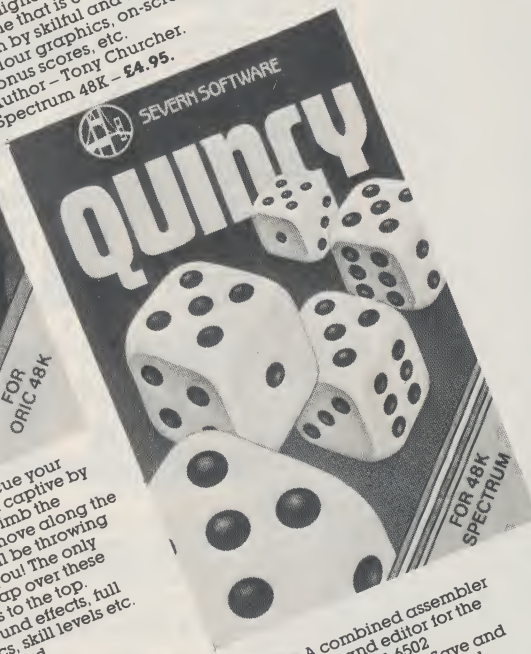
## For your ORIC or SPECTRUM

**Jogger** Guide your joggers across a 4-lane motorway and crocodile infested river to reach their safe haven through the gap in the fence. Each time a jogger is safely home the next one will have to encounter more lorries and cars on the motorway but fewer crocodiles and logs in the river. Full on-screen instructions. M/code, sound effects and bonus scores, etc.  
 Author - Adrian Sheppard.  
 Spectrum Author - Mike Howard  
 Spectrum 16/48K - £4.95.  
 Oric 48K - £6.95



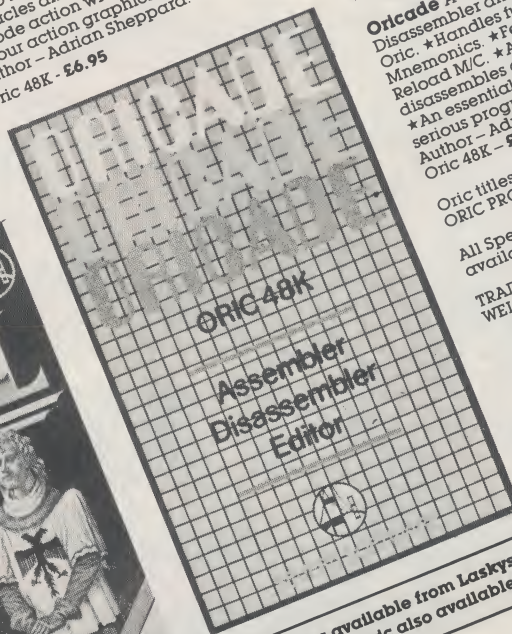
**Dinky Kong** Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the gangways, the gorilla will be throwing barrels and fireballs at you! The only way to reach her is to leap over these obstacles and progress to the top. M/code action with sound effects, full colour action graphics, skill levels etc.  
 Author - Adrian Sheppard.  
 Oric 48K - £6.95

**Quincy** A superb dice game for 2 to 6 players. 3 throws per go to try and score points by obtaining certain combinations, i.e. 3 of a kind, a run, pairs etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play. Full colour graphics, on-screen instructions, bonus scores, etc.  
 Author - Tony Churcher.  
 Spectrum 48K - £4.95.



SEVERN SOFTWARE  
 5 SCHOOL CRESCENT  
 LYDNEY  
 GLOUCESTER GL15 5TA

**Grail** You have been chosen to seek and recover the Holy Grail from the Castle Perilous. Throughout the course of your task you will have to use your skill, intelligence and logic (along with a little luck) as you encounter many foes. You will have the opportunity to gather weapons and armour to fight with, but if you are wounded your strength will drain away - many other features such as warp, jewels etc.  
 Author - Adrian Sheppard.  
 Oric 48K - £6.95.



**Oricade** A combined assembler/disassembler and editor for the Oric. \*Handles full 6502 Mnemonics \*Features Save and Reload M/C \*Assembles and disassembles at any address. \*An essential tool for any serious programmer.  
 Author - Adrian Sheppard.  
 Oric 48K - £8.50.

Oric titles recommended by ORIC PRODUCTS INT. LTD.  
 All Spectrum Software is available on Micronet 800.  
 TRADE ENQUIRIES WELCOME.



**Moria** A challenging adventure game set in the mines of Moria. You'll have to try and survive encounters with the monsters of middle-earth while trying to locate Durin's Ring. The Wizard and the Trader may help or hinder you on your journey to find and open the hidden doors to freedom - a game that will really test your character and staying power.  
 Onic Author - Adrian Sheppard.  
 Spectrum Author - Mike Howard  
 Spectrum 16/48K - £4.95.  
 Oric 48K - £6.95

All Oric titles available from Laskys.  
 Dinky Kong for Oric also available from WH Smith.

Please send me (Tick box)  
**SPECTRUM 16/48K**

- ☐ Jogger @ £4.95
- ☐ Quincy @ £4.95
- ☐ Moria @ £4.95

**ORIC 48K**

- ☐ Jogger @ £6.95
- ☐ Dinky Kong @ £6.95
- ☐ Moria @ £6.95
- ☐ Oricade @ £8.50
- ☐ Grail @ £6.95

I enclose Cheque/P.O. for £  
 payable to Severn Software

Name \_\_\_\_\_  
 Address \_\_\_\_\_

Severn Software, 5 School Crescent, Lydney, Gloucester GL15 5TA  
 All prices include VAT and P&P.  
 Overseas P&P add 50p.





```

2830 IFSS=0THEN3080
2840 FORR7=1TO20:FORR8=15TO1STEP-1:POKE4514,R7:POKE4513,R8:USR(68):NEXT
2850 USR(71):Q=RND(1):IFQ>.5THENPRINT"#####YOU MISSED!":K=K-1:GOTO3080
2860 PRINT"#####GOOD SHOT!!":Q6=INT(RND(1)*5)+2
2870 PRINT"Q":Q6;" coconuts have fallen.":GOSUB1370:GOSUB4440
2880 PRINT"QDo you eat them? (Y or N)":USR(62)
2890 GETX$:IFX$="":THEN2890
2900 IFX$="Y"THENK=K+5*Q6:GOTO200
2910 IFX$="N"THEN200
2920 GOTO2890
2930 IFKK=0THENPRINT"#####You lost your knife, remember ?":GOTO3080
2940 PRINT"#####You missed - and you have lost your"
2950 PRINT"Qknife in the undergrowth!":KK=0:GOSUB1370:GOTO200
2960 IFM=0THENPRINT"#####You have no bullets left!":GOTO3080
2970 PRINT"#####BANG!!!":M=M-1:GOSUB6310
2980 Q7=RND(1):IFQ7<.25THENPRINT"#####YOU MISSED!":GOTO3080
2990 IFQ7>.85THEN3010
3000 GOTO3070
3010 PRINT"QYou have shot a monkey by mistake!":GOSUB1370
3020 PRINT"QDo you eat it? (Y or N)":USR(62)
3030 GETX$:IFX$="":THEN3030
3040 IFX$="Y"THENK=K+35:GOTO200
3050 IFX$="N"THENGOTO200
3060 GOTO3030
3070 PRINT"#####GOOD SHOT!!":Q6=INT(RND(1)*3)+2:GOTO2870
3080 GOSUB1370:PRINT"Q":JK=1:JJ=30:GOSUB4220:GOTO2710
3090 PRINT"QYou are hungry and you see a bird flyingoverhead."
3100 PRINT"QWhat do you do?"
3110 PRINT"QAAAA - Shoot it"
3120 PRINT"QAAAA - Use your slingshot"
3130 PRINT"QAAAA - Throw your knife at it"
3140 PRINT"QAAAA - Ignore it":USR(62)
3150 GETX$:IFX$="":THEN3150
3160 IFX$="D"THEN200
3170 IFX$="C"THEN3210
3180 IFX$="B"THEN3240
3190 IFX$="A"THEN3270
3200 GOTO3150
3210 IFKK=0THENPRINT"QYou lost your knife - remember?":GOTO3260
3220 PRINT"QYou missed the bird - and your knife is"
3230 PRINT"Qlost in the undergrowth!":KK=0:GOSUB1370:GOTO200
3240 IFSS=0THENPRINT"QYou lost your slingshot - remember?":GOTO3260
3250 PRINT"QThe bird is too high up to use a":PRINT"Qslingshot."
3260 GOSUB1370:PRINT"QNow what do you do?":GOTO3110
3270 IFM=0THENPRINT"QYou are out of bullets!":GOTO3260
3280 PK=53841:PB=219:PC=0:CC=0
3290 PRINT"Q":POKE4466,22
3300 PRINT"Q"
3310 POKE4466,16:PRINTTAB(35);"Q\"
3320 PRINTTAB(36);"Q":PRINTTAB(36);"Q"
3330 PRINTTAB(37);"Q":PRINTTAB(37);"Q":PRINTTAB(37);"Q"
3340 PRINTTAB(10);"QPress 'SPACE' to fire.":GOSUB1370
3350 PRINT"Q"
3360 PRINT"Q"
3370 PRINT"Q"
3380 PRINT"Q"
3390 PRINT"Q"
3400 PRINT"Q"
3410 BB$="Q"
3420 BC$="Q"
3430 XX=1
3440 PRINTTAB(XX);BB$:GOSUB40:PRINTTAB(XX);BC$:GOSUB40
3450 IFXX=33THEN3470
3460 XX=XX+1:GOTO3440
3470 PRINTT2$;"Q":GOSUB40
3480 PRINTT2$;"Q":GOSUB40
3490 PRINTT2$;"Q":GOSUB40
3500 PRINTT2$;"Q":GOSUB40
3510 PRINTT2$;"Q":GOSUB40
3520 PRINTT2$;"Q":GOSUB40
3530 PRINTT2$;"Q":GOSUB40
3540 PRINTT2$;"Q":GOSUB40
3550 PRINTT2$;"Q":GOSUB40
3560 PRINTT2$;"Q"
3570 PRINT"#####YOU MISSED YOUR CHANCE!":GOSUB1370:GOTO200
3580 LL=1:CJ=0
3590 BD$="#####
3600 PK=53841:CC=0:PB=240
3610 POKEPK,PB:PK=PK-82:CC=CC+1:IFCC=7THEN3630
3620 GOTO3610
3630 POKE4466,14:PRINTTAB(35);" ":PRINTTAB(36);" "
3640 PRINTTAB(36);" "
3650 PRINTTAB(36);" /":PRINTTAB(35);" /"
3660 PRINT"Q":TAB(16);" ":PRINTTAB(16);" "
3670 POKE4466,LL
3680 PRINTTAB(17);BD$
3690 LL=LL+2:IFLL=19THEN3710
3700 GOTO3670
3710 PRINT"#####GOOD SHOT!!"
3720 PRINT"QDo you eat the bird? (Y or N)":USR(62)

```





```

3730 GETX$: IFX$="" THEN 3730
3740 IFX$="N" THEN 200
3750 IFX$="Y" THEN K=K+15: GOTO 200
3760 GOTO 3730
3770 PRINT "You come face to face with a snake!": SP=15: SN$=CHR$(105)
3780 SL$="0000000000"
3790 PRINT SL$: "0"
3800 PRINT SL$: TAB(SP); " "; B$; " ": IF SP=30 THEN 3820
3810 SP=SP+1: GOTO 3800
3820 PRINT SL$: TAB(SP); " "; B$; " "; SN$; " "
3830 PRINT "You turn away - but it comes after you.": SP=SP-1
3840 IF SP=1 THEN 3860
3850 GOTO 3820
3860 PRINT "0000000000What do you do now?": PRINT "0000A - Shoot it"
3870 PRINT "0000B - Use your knife"
3880 PRINT "0000C - Try to hit it with a log": USR(62)
3890 GETX$: IFX$="" THEN 3890
3900 IFX$="A" THEN 3940
3910 IFX$="B" THEN 4100
3920 IFX$="C" THEN 4110
3930 GOTO 3890
3940 IF M=0 THEN PRINT "You have no bullets left!": GOSUB 1370: GOTO 4210
3950 POKE 4466, 11: FOR Z=1 TO 8: PRINT SPC(39): NEXT Z: PRINT "00000000BANG !!!"
3960 GOSUB 6310: M=M-1: Q=RND(1): IF Q<.75 THEN 4020
3970 PRINT "0MISSED!"
3980 PRINT "0However, the snake ran away frightened.": ST=7
3990 PRINT SL$: TAB(ST); " "; SN$
4000 IF ST=35 THEN GOSUB 1370: GOTO 200
4010 ST=ST+2: GOTO 3990
4020 PRINT "0GOOD SHOT!"
4030 PRINT SL$: " "; B$; TAB(7); " * ": FOR Z=1 TO 50: NEXT Z
4040 PRINT "0"; TAB(8); " ~ "
4050 PRINT "000000YOU KILLED IT!"
4060 GOSUB 1370: PRINT "00Do you eat it?": USR(62)
4070 GETX$: IFX$="" THEN 4070
4080 IFX$="N" THEN 200
4090 IFX$="Y" THEN K=K+10: GOTO 200
4100 IF K=0 THEN PRINT "00You lost your knife - remember?": GOSUB 1370: GOTO 4210
4110 POKE 4466, 11: FOR Z=1 TO 8: PRINT SPC(38): NEXT Z
4120 Q=RND(1): SZ=2
4130 PRINT SL$: TAB(8); SN$; " "
4140 IF Q>.8 THEN 4180
4150 PRINT SL$: TAB(SZ); " "; B$
4160 IF SZ=5 THEN PRINT "0"; TAB(7); " ~ " : GOTO 4050
4170 SZ=SZ+1: GOTO 4150
4180 PRINT "000You were too slow -": PRINT "0IT GOT YOU!": GOSUB 1370
4190 PRINT SL$: " "; B$; SN$; " ": FOR Z=1 TO 100: NEXT Z
4200 PRINT "0"; TAB(3); CHR$(100): GOSUB 1370: GOTO 7050
4210 POKE 4466, 20: FOR Z=1 TO 3: PRINT SPC(39): NEXT Z: PRINT "000": GOTO 3860
4220 PRINT "0"; TAB(27); "000"
4230 PRINT TAB(27); " "
4240 PRINT TAB(27); " "
4250 PRINT TAB(27); " "
4260 PRINT TAB(27); " "
4270 PRINT TAB(27); " "
4280 PRINT TAB(27); " "
4290 PRINT TAB(27); " "
4300 PRINT TAB(27); " "
4310 PRINT TAB(27); " "
4320 PRINT TAB(27); " "
4330 PRINT TAB(27); " "
4340 PRINT TAB(27); " "
4350 PRINT TAB(27); " "
4360 PRINT TAB(27); " "
4370 PRINT TAB(27); " "
4380 PRINT " "
4390 IF JK=1 THEN PRINT "000": GOTO 4410
4400 JJ=1: PRINT "000"
4410 PRINT "0"; TAB(JJ); " "; B$
4420 IF JJ=30 THEN RETURN
4430 JJ=JJ+1: GOTO 4410
4440 UU=9: Q=RND(1): IF Q>.75 THEN WW=31: GOTO 4460
4450 WW=32
4460 POKE 4466, UU: PRINT TAB(WW); "0"
4470 POKE 4466, UU-1: PRINT TAB(WW); " "
4480 IF UU=18 THEN MUSIC "B1": GOTO 4500
4490 UU=UU+1: GOTO 4460
4500 IF Q>.75 THEN PRINT "00A COCONUT HIT YOU ON THE HEAD!!!"
4510 IF Q>.75 THEN PRINT "0"; SPC(35): GOSUB 1370: GOTO 7050
4520 RETURN
4530 POKE 4466, 22: PRINT TAB(20); " "
4540 POKE 4466, 16: Q$(1)=T1$+" "
4550 Q$(2)=T1$+" "
4560 Q$(3)=T1$+" "
4570 Q$(4)=T1$+" "
4580 Q$(5)=T1$+" "
4590 Q$(6)=T1$+" "
4600 FOR Z=1 TO 6: PRINT Q$(Z): NEXT Z: RETURN
4610 FOR YU=16 TO 21: POKE 4466, YU: FOR Z=1 TO 22-YU: PRINT Q$(Z): NEXT Z
4620 NEXT YU: RETURN

```



# EXPLORE NEW FRONTIERS OF FUN WITH *Audiogenic*

From vintage classics like "AMOK" and "ALIENBLITZ" to the latest classics like "KAKTUS" and "MOTOR MANIA".

From Machine Code Arcade Action through Graphical Adventure to Mind Bending Board Games - WE'VE GOT THE LOT!

THE BIGGEST RANGE EVER FOR VIC 20 and 64 - NOW ALSO DRAGON AND SPECTRUM  
WRITE OR PHONE FOR FREE COLOUR CATALOGUE!

AUDIOGENIC, P.O. BOX 88, READING, BERKS. (0734) 586334



## MORE THAN JUST A GAME...



# *CDS programs experience*

*This is 'Winged Warlords'  
a brand new Arcade Adventure  
game from CDS.*

*Just one of a new  
range of exciting  
programs for 1984....*

*Arcade action...  
3D Space adventures...  
Education and fantasy...*



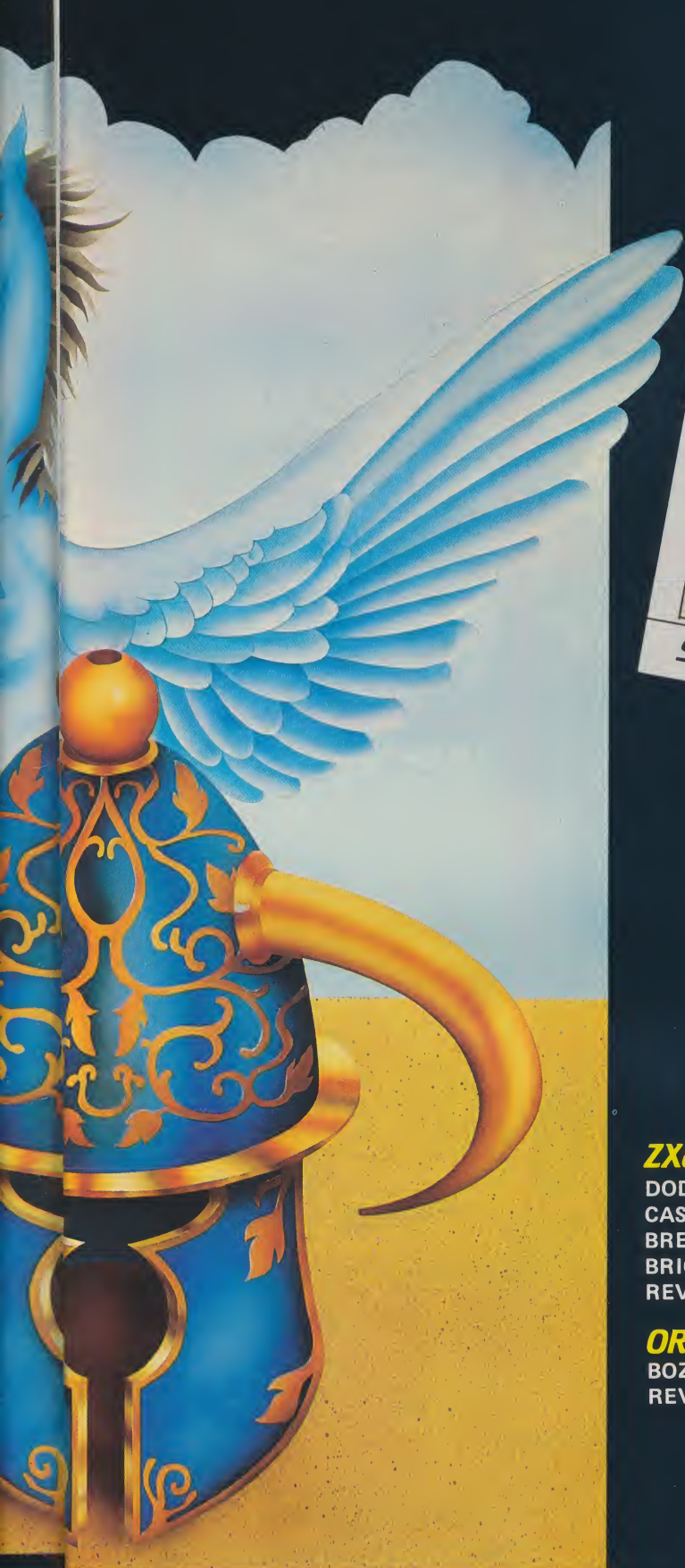
*new....  
Spectrum  
Adventure*



ONLY £5.95 each at W.H.Smiths, \*Boots, John Menzies and other leading Computer Stores  
Available direct from CDS Micro Systems Send Cheque or P.O. To CDS 10, Westfield Centre, London W12 0TG



# the ultimate



**new ....  
Spectrum  
Education**

**new ....  
Spectrum  
Arcade  
action**



## **ZX81**

DODGEMS/CONNECT 4	XXX	2001
CASTLE ADVENTURE	XXX	2003
BREAKOUT	XXX	2004
BRICK-STOP	XXX	2005
REVERSI	XXX	2006

## **ORIC**

BOZY BOA	XXX	3001
REVERSI	XXX	3002

## **SPECTRUM**

GOBBLE A GHOST	XXX	1001
CATERPILLAR	XXX	1002
LEAPFROG	XXX	1003
REVERSI	XXX	1004
3 D PAINTER	XXX	1005
BOZY BOA	XXX	1006
POOL	XXX	1007

## **NEW**

WINGED WARLORDS	XXX	1008
SPECTRUM SAFARI (48K)	XXX	1009
MAGIC MEANIES	XXX	1010
TIME BOMB	XXX	1012
FRENCH IS FUN (48K)	XXX	1501
GERMAN IS FUN (48K)	XXX	1502

\* Selected titles only

er St  
ld Cl  
res, or...

se, Tickhill, Doncaster DN11 9LA. Tel: (0302) 744129. (Trade enquiries welcome)



**LUNAR JETMAN** – 48K ZX  
Spectrum

**LUNAR JETMAN** – For the 48K Sinclair ZX Spectrum

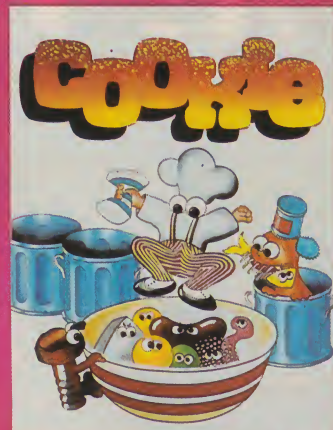
**LUNAR JETMAN** – The Ultimate Intergalactic G.A.S. (Graphic Arcade Simulation) Adventure Space Battle.

**LUNAR JETMAN** – Arcade standard, 100% machine code, incredible sound effects, amazing smooth high resolution graphics, the totally new addictive concept and all those extra features you expect from the **ULTIMATE** games people.

Design – The **ULTIMATE PLAY THE GAME** design team.



**COOKIE** – 16/48K ZX  
Spectrum



**PSSST** – 19/48K ZX  
Spectrum



**TRANZ AM** – 16/48K ZX  
Spectrum

**ATIC ATAC** – For the 48K Sinclair ZX Spectrum

**ATIC ATAC** – The super spooky 3D horror G.A.S. (Graphic Arcade Simulation) Adventure Game.

**ATIC ATAC** – Arcade standard, 100% machine code, incredible sound effects, amazing smooth high resolution graphics, the totally new addictive concept and all those extra features you expect from the **ULTIMATE** games people.

Design – The **ULTIMATE PLAY THE GAME** design team.

**JET PAC** – 16/48K ZX  
Spectrum or 8K Expanded  
VIC 20

**ATIC ATAC** – 48K ZX Spectrum

Dealer enquiries welcome. Phone (0530) 411485

These games should be available from **W.H. SMITHS, BOOTS, JOHN MENZIES, LASKYS, SPECTRUM CENTRES**, other large department stores and all good major software retailers. Alternatively, send the coupon to **ULTIMATE PLAY THE GAME** for immediate dispatch by return, subject to availability.

**£5.50** each including VAT, first class postage and packing within UK.

Post this coupon to:

**ULTIMATE PLAY THE GAME**, The Green, Ashby de la Zouch, Leicestershire, LE6 5JU

Please rush me the following:

☐ **LUNAR JETMAN**

☐ **COOKIE**

☐ **JET PAC (8K Expanded VIC 20)**

☐ **ATIC ATAC**

☐ **TRANZ AM**

☐ **JET PAC**

☐ **PSSST**

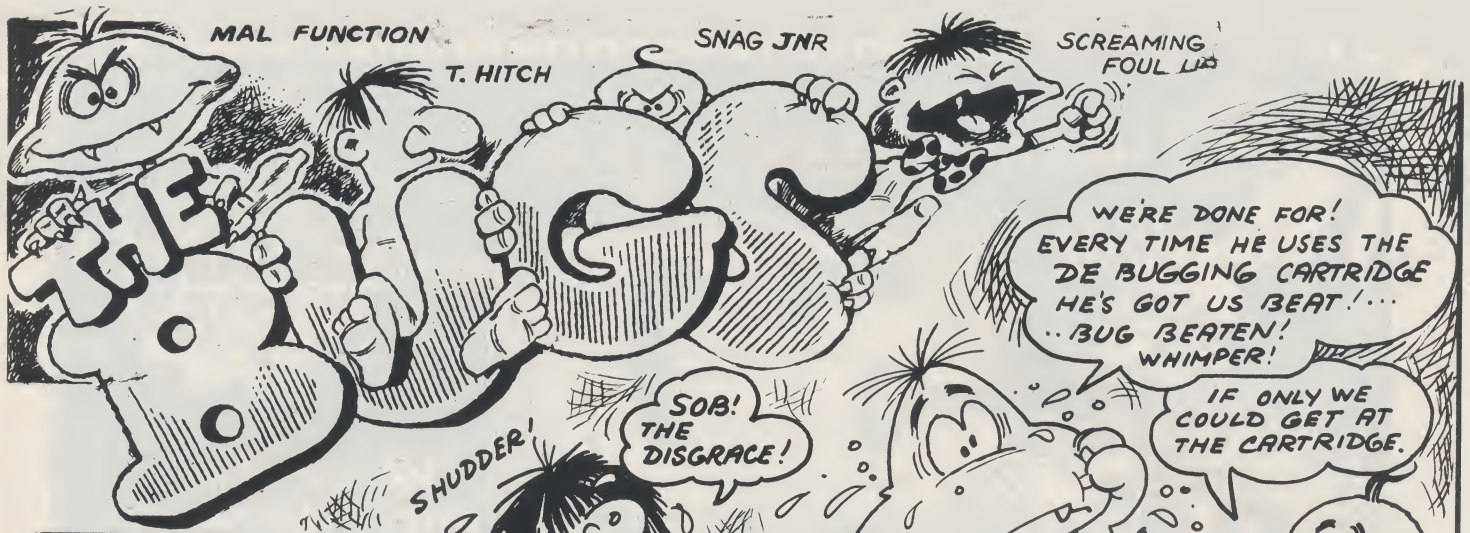
I enclose cheque/PO for £.....

Name.....

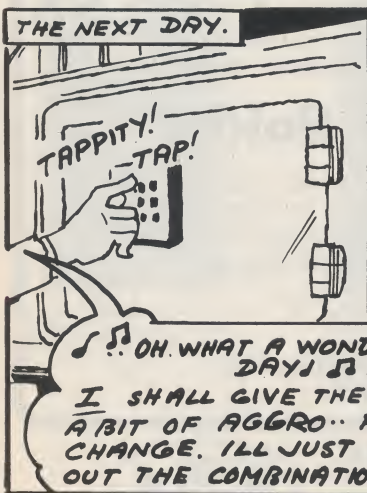
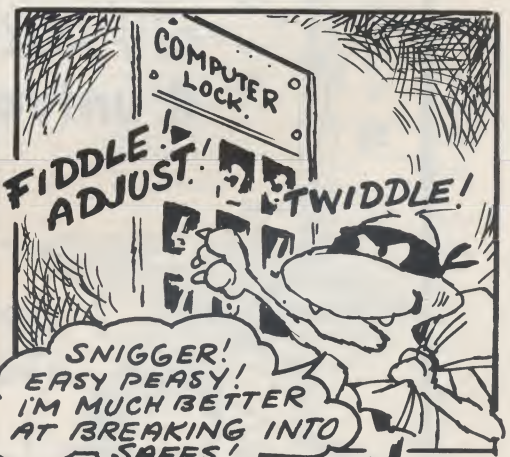
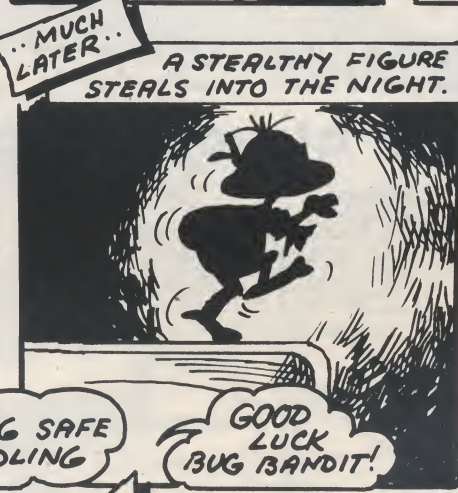
Address.....

Post Code.....





SINCE OUR PROGRAMMER DISCOVERED THE DE-BUGGING CARTRIDGE ..... LIFE HAS BEEN **HELL** FOR THE BUGS





THE FABULOUS CASSETTE

50

FROM Cascade

ONLY  
**£9.95**  
(INC. P&P and VAT)

VALUE that's  
out of this world

50 GAMES ON ONE CASSETTE

DRAGON BBC A/B Spectrum Apple ATARI ORIC-1 ZX81 VIC-20

It is impossible to tell you everything about the 50 games on CASSETTE - 50 but they include many types such as maze, arcade, missile, tactical and logic games, to suit most tastes in computer game playing. CASSETTE - 50 will appeal to people of all ages and the games will provide many hours of entertainment for all the family at a fraction of the cost of other computer games.

**EXPRESS DELIVERY-  
ORDER NOW**

Name \_\_\_\_\_

Address \_\_\_\_\_

Post Code \_\_\_\_\_

Country \_\_\_\_\_

Dealers & Stockists enquiries welcome.

Please send me by return of post, Cassette 50 at £9.95 per tape. I enclose a cheque/postal order for

£ \_\_\_\_\_ made payable to Cascade Games Ltd.

Please debit my ☐ No. \_\_\_\_\_

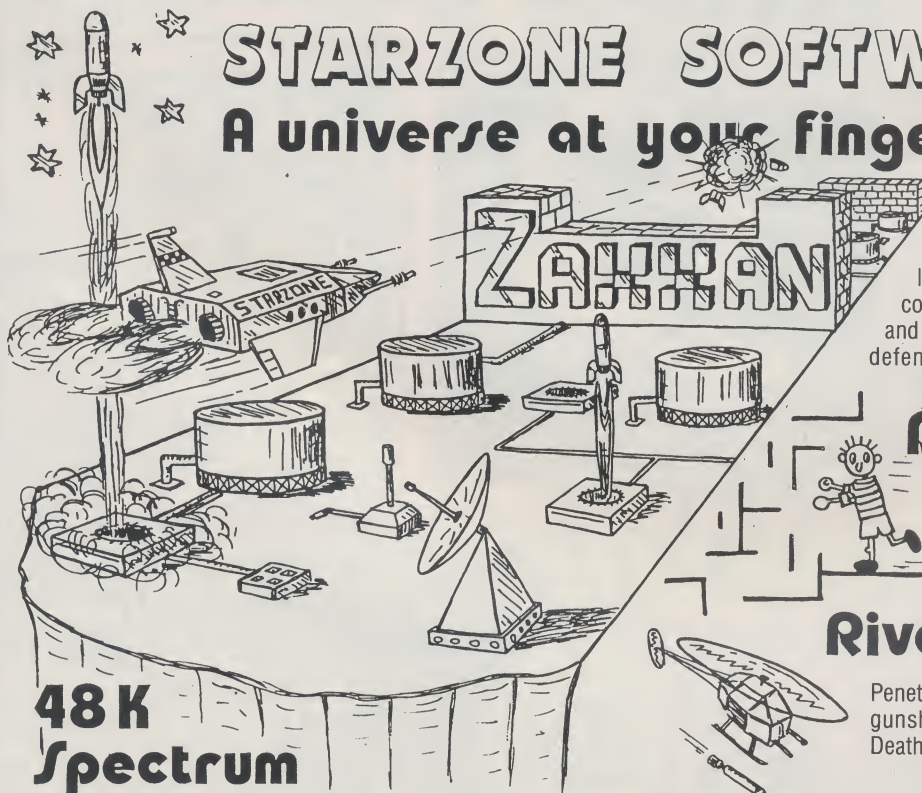
SPECTRUM ☐ ORIC-1 ☐ ZX 81 ☐ VIC 20 ☐  
BBC A/B ☐ DRAGON ☐ ATARI ☐ APPLE ☒

Cascade Games Ltd.,  
Suite 4, 1-3 Haywra Crescent, Harrogate,  
North Yorkshire, HG1 5BG, England.  
Telephone: (0423) 504526.

CVG 2/84

STARZONE SOFTWARE

A universe at your fingertips!

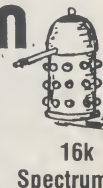


48 K  
Spectrum

**ZAXXON** — The only game of its kind for the Spectrum, combining skill, nerves and stunning life-like perspective in 100% machine-code. Fight through force fields, fighters and fuel dumps to the enemy's ultimate defence. Incredibly fast and addictive! Kempston joystick compatible. £5.50

**DALEK DAN**

Don't panic! Save Dan from the deadly Daleks before they exterminate him. True machine-code arcade action. £5.50



16k  
Spectrum

**River Raider**

Penetrate the river defences in your heli-gunship on a low level rescue mission. Death and destruction all the way!

£5.50 16k Spectrum

**PROGRAMMERS!**

Top royalties for good programs.

Cheque/PO to:

Starzone Software, 74 Wallingford Rd.,  
Shillingford, Oxford OX9 8HB.





# gives you more games to play... for a package you can pay!



## GAMES FOR COMMODORE 64, DRAGON, SPECTRUM,

Just look at our range... and prices! and do not forget, only 3 games are at £7.95 each inclusive of post & packing, all other games are priced at the amazing low price of £3.95! all inclusive.

Buy any 6 games for the Very Special Price of £19.95 inclusive of post & packing.



## HOW-DE-DO PARTNERS?

YEP FOLKS — IT'S HERE "CALIFORNIA GOLD RUSH"

This here's Prospector Jake, I sure am havin' one helluva time tryin' to peg ma claim with those damned Injuns a hootin' and a hollerin' all over this territory. Ma job gets harder as I move from one Gold Field to another. I know, that is me an' ma stubborn hornery ol' Mule here know of 24 rich an' I mean rich seams of pure Gold. All it needs to make this here ol' critter happy is that you help me peg every doggone last one of them claims.

Can YOU help Jake become rich, help him peg his claim, dodge the arrows, avoid the tomahawks, and plant the Dynamite in just the right place? ... YOU CAN!!!

**YIPPEE** ... Git yer Picks an' Shovels and join the CALIFORNIA GOLD RUSH ... NOW  
Amazing Arcade Action ... Stunning Sound and Graphics  
Available NOW for Commodore 64.

**£7.95** including P & P

## MICROSYSTEMS COMMODORE 64

- \* CALIFORNIA GOLD RUSH: PCN says "could be another Pac-Man" What more can we say!!! (Joystick required) ... **£7.95**
- \* YAHTCEE: This is THE version of the traditional dice game. For 1 or more players **£7.95**

☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆

- DOZY DODO: Did you know that the Dodo lays it's eggs in mid-flight? Conservation Charlie is doing his best to save the species but is it enough? (Joystick required) ... **£3.95**
- SPRITEGEN 64: Define and design your sprites the easy way ... **£3.95**
- CHAIN REACTION: Control the atomic reaction in this game of skill. Great graphics — super sound ... **£3.95**
- LINK-A-LINE: Make the connection 4 enjoyment ... **£3.95**
- L.A. SUNSET: Could it be the final sunset for L.A. as the returning Space Shuttle goes out of control? ... **£3.95**
- STAR TREK 64: Kirk, Spock and Co. beamed down to your 64. (Joystick required) ... **£3.95**
- COLOUR ME QUICK: A fascinating game of logic that is highly addictive ... **£3.95**
- NAUTILUS NAVIGATOR: Manoeuvre your nuclear powered Sub thro' undersea chasms, vaults and maybe tombs. But what other creatures lurk in the Deep!!! (Joystick required) ... **£3.95**

- MOONBASE TOUCHDOWN: Your fuel is low, your Astro-module has an intermittent malfunction, can you reach your base ... SAFELY!!! (Joystick required) ... **£3.95**
- VEGAS SLOT: You'll hand it to this Bandit ... It's great ... **£3.95**



## STOCKING FILLER ...

VIDEO LIBRARY CASES  
Amazing Value at only £1.45 for 3 incl P & P.

5.25" Disk Library Cases hold 10 disks, blue plastic, just the thing for that extra present. Normally £1.98 each.

Our price: 2 for £1.95 incl P & P.

## SPECTRUM

- STARSHIP 2100RD: Repel the Invaders from Zenos and thwart their plans to take over the Galaxy ... **£3.95**
- POLARIS PATROL: Rid our shores of the darstardly aggressors!!! (Joystick required) ... **£3.95**
- USS ENTERPRISE: Boldly go on a dangerous voyage to the very limits of your Spectrum (Joystick required) ... **£3.95**
- COSMIC ATTACK: Dorks, Wapraz and Neutra-Zemals in combat!!! (Joystick required) ... **£3.95**
- DUMB DUCK: Blow their tiny beaks off!!! (Joystick required) ... **£3.95**
- THE SEVEN HILLS: You'll jump at the chance to ski on these slopes. (Joystick required) ... **£3.95**
- BATTLE STATIONS: Cosmic attackers threaten Civilisation. Is there no escape, are we doomed? (Joystick required) ... **£3.95**
- PANE DAMAGE: People who live in glass houses shouldn't ... Dynamic action. (Joystick required) ... **£3.95**
- PHASOR POWER: The Ultimate weapon. Use it carefully against the planets enemies!!! (Joystick required) ... **£3.95**
- HOTHOUSE HELL: Fiery, frantic, furious action with truly brilliant graphics. (Joystick required) ... **£3.95**
- ALL SYSTEMS GO: Blast off into the great blue yonder and face the peril that awaits you!!! (Joystick required) ... **£3.95**
- VISCIOUS VERMIN: Giant plague carrying rodents turn on the Human race and try to take over!!! (Joystick required) ... **£3.95**
- ANIKMAN: Our version of the greedy gulper ... not to be missed!!! (Joystick required) ... **£3.95**
- PIGGOTT'S PONY: We bet this will be winner. You can put your shirt on it!!! (Joystick required) ... **£3.95**
- MISSION POSSIBLE: Have you the qualities to cope with tomorrow's technology ... in Space? (Joystick required) ... **£3.95**
- GHASTLY GHOULS: All kinds of creepies make this game a nightmare!!! ... **£3.95**
- THE FORCE ... BEYOND: Cosmic energy — Anik style!!! (Joystick required) ... **£3.95**
- \* YAHTCEE: Thirteen ways to roll out a winner. Multi player game — lots of fun ... if you don't lose!!!! ... **£7.95**

## DRAGON

- LEAPIN' LANCELOT: Medieval machine magic as Lancelot endeavours to rescue fair Guenevere. (Joystick required) ... **£3.95**
- GALLACTIC SURVIVAL PAK: No Astro-traveller should be without this. A collection of 3 of the best astro-games around!!! (Joystick required) ... **£3.95**
- MINDBENDERS: 3 puzzles to enthral and mystify you. Hours of mindbending fun to pass the long Winter evenings ... **£3.95**
- \* YAHTCEE: Five times as nice with our Yahtcee dice. For one or more players ... **£7.95**
- GEE UP NEDDY: The odds-on favourite with all the Family. (Joystick required) ... **£3.95**
- THE SEVEN HILLS: You'll jump at the chance to ski on these slopes. (Joystick required) ... **£3.95**
- PHASOR POWER: The Ultimate weapon. Use it carefully against other planets enemies!!! (Joystick required) ... **£3.95**
- ANIKMAN: Our version of the greedy gulper ... not to be missed!!! (Joystick required) ... **£3.95**
- BATTLE STATIONS: Cosmic attackers threaten civilisation. Is there no escape, are we doomed? (Joystick required) ... **£3.95**
- ALL SYSTEMS GO: Blast off into the great blue yonder and face the peril that awaits you!!! (Joystick required) ... **£3.95**
- PANE DAMAGE: People who live in glass houses shouldn't ... Dynamic action. (Joystick required) ... **£3.95**

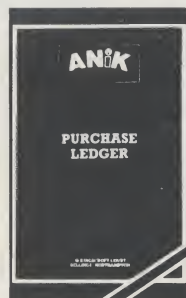
Serious Applications Programs.



SALES LEDGER  
Specification as for Purchaser Ledger.  
SALES LEDGER for CBM 64,  
SPECTRUM, DRAGON ... **£14.95**



DATAHOLD  
The DBMS for the CBM 64. Up to 15 fields per record. Sort and search by any field. Calculations. Report generation.  
MAIL LABELLER incl. with DATAHOLD — fully user definable.  
DATAHOLD for CBM 64 ... **£24.95**



PURCHASE LEDGER  
Fully user definable. Allows for multiple entry, invoicing and payment control. Full search and sort facilities. Print option. VAT account and analysis. Status report generation.  
PURCHASE LEDGER for CBM 64,  
SPECTRUM, DRAGON ... **£14.95**

## HOW TO ORDER

To order any games all you have to do is enter the title you wish to receive in the coupon below, write your name and address, enclose your cheque or postal order made payable to ANIK MICROSYSTEMS and post to us.  
**DON'T FORGET—Buy any six games at £3.95 each and pay only £19.95—SAVE £4!**

Your games will be despatched within 48 hours!



**ANIK MICROSYSTEMS**  
30 KINGSCROFT COURT · BELLINGE · NORTHAMPTON · NN3 4BH

TEL: (0604) 411013

Post to: ANIK MICROSYSTEMS · 30 KINGSCROFT COURT · BELLINGE · NORTHAMPTON · NN3 4BH

Please send me the following games for:

I enclose my cheque/P.O. for £

Name \_\_\_\_\_ Address \_\_\_\_\_

Tel: (day) \_\_\_\_\_ Tel: (eve) \_\_\_\_\_

CVG284



## OUR HALL OF FAME GAMES

### PLANETOIDS

Acornsoft's brilliant version of Defender for the BBC. At Acornsoft Neil Raine holds the top score of 408,000 — beat that!

### MINED OUT

Quicksilver's highly rated game for the Dragon 32.

### ARCADIA

One of the best selling games around from Imagine. You can enter on the Spectrum or Vic versions — but don't forget to tell us which?

### JET-PAC

The game that made Ultimate a top name in the world of games software overnight and which is rapidly becoming a cult game. For the Spectrum and Vic.

### DIAMOND

English Software have high hopes for this mining game and are even offering a diamond as a prize! For the Atari owner.

### KRAZY KONG

The best version of Donkey Kong we've seen for the Vic. From Anirog.

### VIOLENT UNIVERSE

From Quest, the company who have developed a high score verification system for their Spectrum games.

### MANIC MINER

Sheer addiction for the Spectrum from the Bug Byte people.

### SPLAT

Help Zippy survive in this extremely playable game from new games company Incentive Software.

### ZALAGA

Space age action from Ardvard for the BBC.

### ATIC ATAC

A great new graphic adventure-style game from Ultimate.

### 3D DEFENDER

Malcolm Evans' game for New Generation Software which set new standards for graphics on the ZX81.

(On Violent Universe, please send your high scores direct to Quest at the address on the cassette inlay and NOT to C&VG. Quest have their own way to verify scores.)

### JET PAC

- 1) Stephen Flavell, Wolverhampton — 8,283,975
- 2) J. Denning, Amersham, Bucks — 4,918,595
- 3) Roger Sayle, Folkestone, — 4,568,945
- 4) Robert Golding, Hornchurch — 4,185,720
- 5) Jamie Hickman, Northampton, — 4,118,890

### MANIC MINER

- 1) Julian Rignall, Dyfed, Wales, — 2,000,923
- 2) Stephen Lynch, Wallasey, Merseyside, — 1,763,590
- 3) A. Pritchard, Newark, Notts — 1,150,723
- 4) Martin Leach, Orpington, Kent, — 1,006,350
- 5) Grant Harrison, Sidcup, Kent, — 716,225

### PARSEC

- 1) C. Sutton, Stoke on Trent, — 1,588,300
- 2) Simon Taylor, Cambridge, — 1,358,700
- 3) Marc Watson, Bristol, — 1,252,100
- 4) Peter Turner, Sheffield, — 1,222,700
- 5) Michael Tyrie, Whitely Bay, — 1,119,000

### KRAZY KONG

- 1) Phillip Waterhouse, Bury, — 244,040
- 2) Andrew Chader, Nottingham, 172,740
- 3) Shane Moss, Colchester, 167,513
- 4) Matthew Brown, Exeter, 153,580
- 5) N. Sharp, Penrith, 128,620

### PLANETOIDS

- 1) Paul Dhonan, Reigate, Surrey, — 696,200
- 2) Matthew Constable, Andover, Kent, — 682,800
- 3) Peter Harrison, Exeter, Devon, — 593,550
- 4) Calvin Lawrence, Peterborough, — 582,225
- 5) Mat Newman, Amersham, Bucks, — 516,975

How many times have you managed to reconstruct the Jetman's rocket ship? Can you defeat the Mutant Telephones in Manic Miner? Have you saved the universe from the Parsec aliens?

Well, if you reckon you are a computer games ace you're a prime candidate for our **Hall of Fame** — C&VG's answer to all of you hi-scorers who thought you didn't have anything more to prove!

We've selected some top games from top software companies and now we're inviting YOU to send in your top scores on our **Hall of Fame** games. All the games have been tried and tested by a review team — and all of them are fast, challenging and good value for your precious pocket money.

You can spot *Computer and Video Games* **Hall of Fame** cassettes in your local computer store because we've had some special stickers printed which the software companies are sticking on to our C&VG approved games.

So if you are looking for a value-for-money game that will keep its challenge, stay fresh and challenging as the day you first loaded it into your micro for months and months, check out those tapes with a C&VG sticker about their person first!

Meanwhile, if you think you qualify as a top scorer on one of our **Hall of Fame** Games — listed elsewhere on this page — then fill in our **Hall of Fame** coupon, get it signed by a witness and stick it on a postcard. Then all you have to do is mail it to **Hall of Fame**, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

In the New Year we'll invite some of the best top scorers along to a grand finals to prove their skills in the spotlight. In the meantime we'll be printing the top five scorers in our **Hall of Fame** selection each issue.

And each month we've got a C&VG "The Champ" t-shirt to give away to the top scorer on each game featured on this page. Your score doesn't have to be better than the one we printed the issue before — it simply has to be the highest we've received in time for our current issue's deadline.

We'd also like to hear from you if your favourite game isn't included in the **Hall of Fame** line-up. Maybe you'll persuade us to squeeze it in!

#### C&VG's HALL OF FAME

Name .....  
 Address .....  
 Tel: ..... I scored .....  
 Game .....  
 It took me (approx.) .....  
 Witness's name .....







JOIN THE SOFTWARE CLUB AND SAVE £££ ON YOUR TAPES ...

## Home Computer Software

**SPECIAL INTRODUCTORY OFFER!**  
Buy any 3 Tapes  
Save up to £18.43 on retail prices and  
get further Software at Big Savings

Join the Software Club and enjoy the better way to buy your software by simply returning the coupon below – select any three of the introductory software from the large selection illustrated on this page at the amazing price of only £2.99 each. Sending for the introductory offer does not bind you in any way to the Club and we don't require any money until you have had time to judge the quality of the tapes, in your own home. When you have played them, and appreciated the high quality you will be taking the first step towards enjoying all the 'plusses' of your membership in the Software Club

### Free Monthly Colour Brochure

Each month you will receive a copy of The Software Review, packed with all the very best software and the best of pre-releases – all that we request of you is that you purchase a minimum of six tapes from the many hundreds you will be offered during your first year as a member of The Software Club. When you see the vast range, at the heavily discounted prices you will probably want a lot more, but that's up to you.

\*All prices quoted are manufacturer's recommended prices.

The Software Club, Salisbury Square, Old Hatfield, Herts AL9 5AD.



### All you have to do

Fill in the coupon, marking carefully the Code Nos of the 3 Introductory Tapes you require. Do not enclose any money now – we offer only genuine tapes – from all the leading manufacturers backed by our no quibble replacement service should you have any problems with our software.



### INTRODUCTORY DISCOUNT COUPON

To: The Software Club, Salisbury Square, Old Hatfield, Herts AL9 5AD.

Please accept my application and enrol me as a member of The Software Club and send me the introductory tapes whose numbers I have written in the boxes below, for which you shall charge me in due course, should I decide to keep the software (plus a total of £1.03 for postage and packing\*). If I am not completely satisfied, however, I may return the tapes intact within ten days, my membership will be cancelled and I will owe nothing. As a member, I need not take a tape every month (or if I want no tape at all), I can say so on the form provided. I will, however, choose at least six tapes in the first year. All software is described in advance in the free monthly "Software Club Review" and is offered at a discounted price. I am over 18 years of age. (This application must be from your parent or guardian if you are under 18 years of age).

My 3 selections are (order code)

--	--	--

Machine \_\_\_\_\_ Memory size \_\_\_\_\_

Mr/Mrs/Miss \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Signature \_\_\_\_\_

REMEMBER: SEND NO MONEY NOW

**THE SOFTWARE CLUB**





**HYPERBLAST 32K** by John Brierley

Simply the best arcade-action game ever written in 32K! Defend your Atari against 10 waves of the most awesome creatures ever to inhabit your TV screen!



**JET BOOT JACK 32K** by Jon Williams

Our space-age jogger takes you on a Ten Screen chase through the vinyl vaults of the PRESSING PLANT! Bugs and gremlins make it the experience of the age!



**BATTY BUILDERS 16K** by Manuel D. Caballero

One of the best non-violent game programs ever written! Can you rebuild the walls before the falling blocks and TNT stop you?



**STEEPLE JACK 16K** by Peter Hawkins

Climbing higher and higher up moving ladders, STEEPLE JACK encounters flying ghosts and falling elephants in his quest to reach the top! Is it real or just a dream?

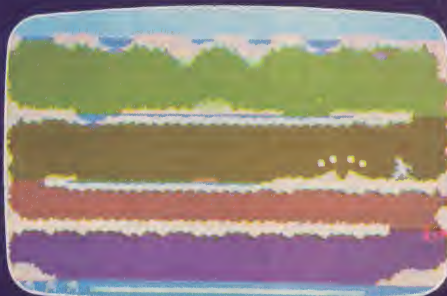


**TAROT CARD 16K** by Tony Austin. PRICE £12.95

Supplied complete with detailed book, TAROT CARD looks into the secrets of the classic fortune telling pack of cards. Full graphic display.

**JUST OUT! JUST OUT! JUST OUT!**

**BOMBASTIC! 16k for Atari £9.95**



**CAVERUNNER 32K** by Martin Cawley

It's a leap and a bound through dangerous waterfalls, across exploding volcanoes, braving sticks and stones after the prizes of a lifetime!

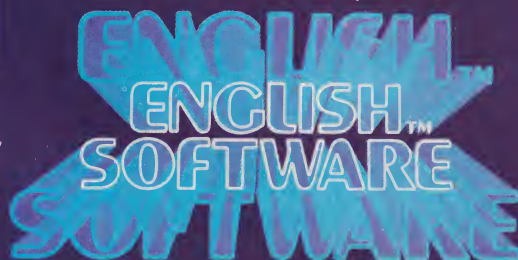


**NEPTUNE'S DAUGHTERS** by Mark Taylor and Ralph Frumin

Our 1st multi-screen game for the COMMODORE 64 ONLY - rescue the beautiful daughters from the clutches of the evil serpent!

## ATARI COMPUTER OWNERS... TAKE THE ULTIMATE SCREEN TEST

Games to excite you. Games to stretch your skills to the limit, and beyond. English Software programs will always put you to the ultimate test. But first, put us to the test. See the quality of all our screens for yourself at your English Software dealer, including leading Spectrum shops - or order any program direct from us. You'll find that we'll pass your screen test not just once, but every time!



THE POWER OF EXCITEMENT  
The English Software Company,  
Box 43, Manchester M60 3AD.  
TELEPHONE 061-835 1358

ALL CASSETTE & DISK GAMES  
ONLY **£9.95** POST-FREE

TRADE DISTRIBUTION: CALISTO, CENTRE SOFT, SOFTSEL C.P. LIGHTNING, SOFTSHOP, P.C.S., TIGER.

NEW FOR THE COMMODORE 64

**SUPERFORT 4.0** Cassette Our new character generator lets you re-define and shape your own character sets. Full editing facilities and documentation. £6.95  
**SPRITE MAKER 64** Cassette Design and save beautiful multicoloured sprites, and use them in your own programs! Full editing facilities and documentation. £6.95



**AIRSTRIKE 2 16K** by Steve Riding

The new version with incredible graphics and joystick bomb control! English Software's best scrolling game ever!

**AIRSTRIKE 1 16K AVAILABLE AT ONLY £6.95!!**



**FIREFLEET 32K** by Manuel D. Caballero

Pilot your space cruiser through the corridors of the unknown - avoiding cannon, forcefields and nasty little tanks! BEAUTIFUL vertical scrolling graphics!



**CAPTAIN STICKY'S GOLD 16K** by Steve Riding

Steve's latest game sends you to the bottom of the ocean in search of lost gold, with only your harpoon to help you!



**DIAMONDS 16K** by Simon Hunt

Join the hunt for the Great White Diamond through 16 levels to win a real diamond - full details of the Diamonds Competition with every copy!

**ENGLISH SOFTWARE**  
is available from selected  
branches of:  
**LASKYS**  
**JOHN MENZIES**  
**GREENS**  
and all good software dealers.

**PROGRAMMERS:  
CAN YOU PASS OUR SCREEN TEST?**

We're always on the lookout for new programmers. If you can work to the English Software standard of quality, we'll reward you by marketing your programs across Europe and the USA! Contact us today.

All English Software programs are sold according to the English Software Terms of Trading, copies of which are available on request.



# "ADVENTURES INTO IMAGINATION"



## Devils of the Deep

RICHARD SHEPHERD  
SOFTWARE

### Devils of the Deep

Discover the secrets of Atlantis as you wander amongst its ancient columns. Explore the 100 deadly sectors of its treacherous seabed! Beware of giant eels! £6.50



## SUPER SPY

RICHARD SHEPHERD  
SOFTWARE

### Super Spy

Follow the trail of Dr. Death through complex puzzles, coded messages and 3-D mazes until you find his lair! But beware — even with your death-defying gadgets you may not live to tell the tale! £6.50

**CREDIT CARD HOTLINE**  
**06286 63531 (24 HOURS)**



## TRANSYLVANIAN TOWER

A spine chilling adventure ... enter via the dungeons ... navigate your way through 500 3-D rooms ... survive the swooping vampire bats ... reach the terrifying top ... confront and kill Count Kreepie, ridding the world of this Transylvanian Terror.

Can you survive the Top of The Tower? £6.50

RICHARD SHEPHERD  
SOFTWARE

Selected titles available from  
**W. H. SMITH, BOOTS, MENZIES**  
**AND ALL LEADING COMPUTER STORES**

**RICHARD SHEPHERD**  
**SOFTWARE**

ELM HOUSE, 23-25 ELMSHOT LANE, CIPPENHAM, SLOUGH, BERKSHIRE.

All programs are sold subject to the condition that they may not, by way of trade or otherwise, be lent, hired out, resold or otherwise circulated without the written permission of Richard Shepherd



# OMETRON

By Simon Munnery

**SUPERB 3D GRAPHICS  
100% MACHINE CODE,  
FUN PACKED ARCADE ACTION**

**£5.95**

**OMETRON**

48K SPECTRUM

Stuck out on a lonely uninhabited outpost of the empire, your mission is to protect the landing site from the hostile forces. You are in a prime site, right in the middle of the landing grid, armed to the teeth with cannons in a revolving turret. Nothing is going to get past you ... or is it? **RED ALERT, RED ALERT** Ships sighted, treat all craft as hostile and fire on sight!

**AVAILABLE AT SELECTED  
BRANCHES OF JOHN MENZIES**

Distributors contact:

**SOFTWARE  
PROJECTS**

**Bear Brand Complex,  
Allerton Road,  
Woolton, Liverpool,  
Merseyside L25 7SF  
051-428 7990**

**DEALER ENQUIRIES TO:**

**TIGER DISTRIBUTION,  
4 VICTORIA ROAD,  
WIDNES,  
CHESHIRE  
051-420 8888**



# CHROMASONIC

## PERSONAL COMPUTERS

48 Junction Road, Archway, London N19 5RD

TEL: 01-263 9493 and 9495

### COMMODORE 64 computer NOW £195.95

plus our 2 year  
guarantee  
64 STARTER PACK

Commodore 64  
Cassette deck  
Intro to Basic (part 1)  
Quickshot joystick  
Game

ONLY £255

### 64 HOME/BUSINESS PACK

Commodore 64  
1541 disc drive  
Box of 10 diskettes

\*\*\* FREE SOFTWARE \*\*\*  
EASY SCRIPT (wordprocessor) and diskette  
containing 6 games

ONLY £395

### 64 BUSINESS PACK

Commodore 64  
1541 disc drive  
1525 dot matrix printer  
Box of 10 diskettes  
Box of paper

\*\*\* FREE SOFTWARE \*\*\*  
EASY SCRIPT (wordprocessor) and diskette  
containing 6 games

ONLY £595

We stock a range of books and  
software for all the computers that we  
supply. Why not visit our shop and  
browse around or just try out some  
software

C2N Cassette deck ..... £39.10  
1541 Disk drive (+ free software) ..... £195.95  
1701 Colour monitor ..... £195.95  
Quickshot joystick ..... £9.50  
Pair of Quickshot joysticks ..... £17.95  
Introduction to Basic (part 1) ..... £14.50  
Programmers reference guide ..... £9.95  
Easy script (word processor) ..... £69.95  
Superbase (data management) ..... £99.95

#### PRINTERS

1525 Dot Matrix printer ..... £195.95  
1526 Dot Matrix printer ..... £295.95  
1520 Printer Plotter ..... £149.95  
RX80 Dot matrix printer ..... £259.95  
RX80 F/T Dot matrix printer ..... £299.95  
FX80 Dot matrix printer ..... £399.95  
FX100 Dot matrix printer ..... £545.95  
Centronics interface cable ..... £19.95  
Software for above cable ..... £7.95  
JUKI Daisy Wheel printer ..... £395.95

## BBC

BBC Model B computer  
£399.00

BBC Model B with disc  
interface £469.00

#### TORCH Z80 DISK PACK

2x400K (formatted) floppy disc drives  
Z80 second processor  
and the following FREE software

1. Perfect Writer (Word processing)
2. Perfect Filer (database management)
3. Perfect Calc (Financial spreadsheet)
4. Perfect Speller (spelling checker)

All this for only £839.50

Our Guarantee (2 years on 64's)  
1 full year for labour and parts on all Hardware.

## VIC20

### STARTER PACK

NOW £134.95

plus our 2 year guarantee

included: VIC20 computer, cassette deck,  
intro to basic (part 1) and 4 game cassette

16K RAM PACK ..... £28.95  
32K RAM PACK ..... £47.95

All 64 peripherals, disk drives, printers,  
joysticks work with the VIC20

CS100 Cumana 100KS/S 40 track Disk  
C8400S Cumana 400K 80 track Disk ..... £579.95  
(Switchable to 40 track)  
All Cumana discs are complete in a BBC Beige  
cabinet with its own power supply, connecting  
cable, format disc and user's manual.  
Microvitec Colour Monitor ..... £247.25  
BMC Green Monitor ..... £119.95  
BBC to Centronics cable ..... £11.95

#### BBC BUSINESS PACK

BBC Model B with disc interface  
Torch Z80 disc pack with FREE  
software (as shown opposite)  
BMC Green monitor  
RX80F/T printer with cable

Only £1675.00

### ACORN ELECTRON

Not available at time of going to press  
£199.00

## DRAGON 32

DRAGON 32 Computer ..... £157.50  
DRAGON 64 Computer ..... £225.00  
(Not available at time of going to press)  
Dragon single disk drive  
with Controller card (180K) ..... £275.00  
Dragon to Centronics printer cable ..... £11.95  
Telewriter (Word processor) ..... £49.95  
Tele-Tutor ..... £25.00  
Dragon joysticks (pair) ..... £14.95

## MEDIA SUPPLIES

C12 Blank programming cassettes  
50p each or 10 for ..... £4.50  
Plain computer paper  
(supplied in 2000 sheets)  
11x8 £13.80 11x9½ £12.65  
11x15½ £15.52

#### DISKETTES by Verbatim

(supplied in boxes of 10)  
Single sided, Double density, 40 track ..... £17.95  
Single sided, Quad density, 80 track ..... £24.75  
Double sided, Quad density, 80 track ..... £32.75  
Library cases (Hold 10+) ..... £1.35

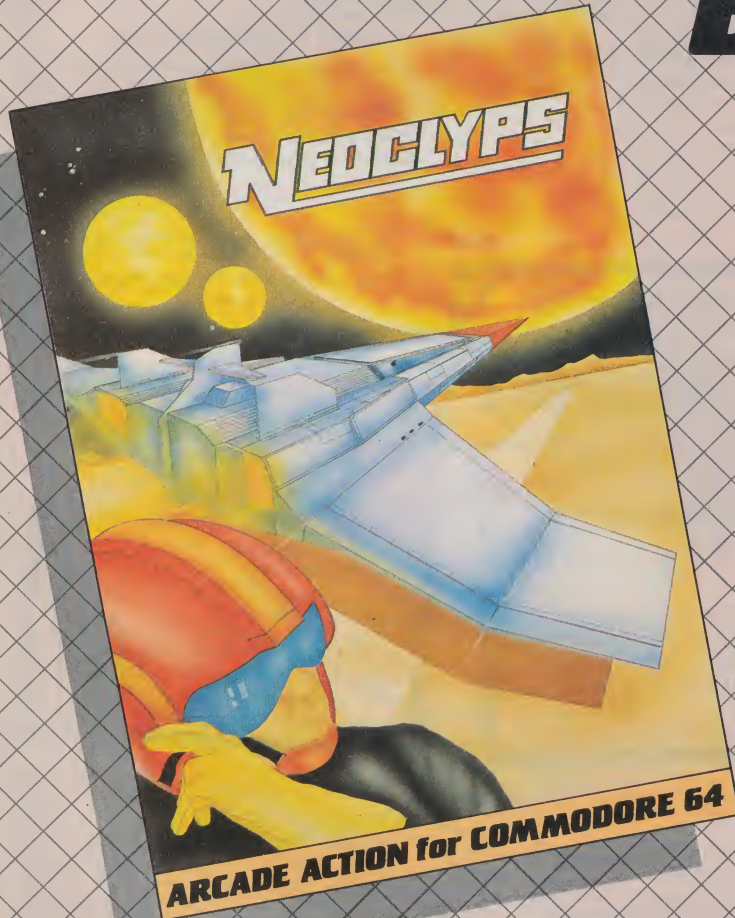
We have a wide range of dust covers for the computers  
and printers etc. that we sell. Please phone for details



We guarantee all our products for 1 year, except 64 and Vic which is 2 years.  
We are an approved service centre for Commodore, Dragon and BBC.  
Payment may be made by Access, Barclaycard, Bankers Draft, Building  
Society cheques or cash. Sorry, cheques need 4 days clearance. Postage  
and Packing — please allow £5 per computer, disk drive or printer, this price  
also covers insurance. **ALL PRICES ARE INCLUSIVE OF VAT.**



# **PSS, creating programs for your machine. SPECTRUM, ZX81, ORIC 1, COMMODORE 64 & BBC MICRO.**



**Neoclyps**  
Liberate the good people of  
Neoclyps. Alien fortifications  
must be destroyed.  
£7.95



**Light Cycle**  
Race your Light Cycle on the  
infamous grid. Fast action all  
the way.  
£6.95

## **PSS, programs for your machine.. ..**

### **SPECTRUM**

MCODER II	9.95
HOPPER 16K or 48K	5.95
LIGHT CYCLE	5.95
ELEKTROSTORM	5.95
DEEP SPACE	5.95
MAZE DEATH RACE	4.95
PANIC	5.95
GHOST HUNT	4.95
KRAZY KONG	5.95
THE GUARDIAN	5.95

### **ZX81**

GAUNTLET	5.95
TAI	4.95
MCODER II	8.95
MAZE DEATH RACE	3.95
KRAZY KONG	3.95
HOPPER	3.95

### **ORIC 1**

CENTPEDE	6.95
HOPPER	6.95
LIGHT CYCLE	6.95
INVADERS	5.95
ULTRA	6.95
ORICMON	8.95
GAUNTLET	6.95

### **COMMODORE 64**

MOBY DICK	7.95
NEOCLYPS	7.95
METRO BLITZ	7.95
KRYSTALS OF ZONG	7.95
COSMIC SPLIT	7.95
EASY TUTOR	7.95

### **BBC MICRO**

LIGHT CYCLE	6.95
CENTPEDE	6.95
INVADERS	6.95
SENTINEL	6.95



# Blade Alley

## The Ultra

The ultimate challenge, constant waves of alien mutants, fast action. £6.95



ARCADE ACTION for ORIC 1



ARCADE ACTION for SPECTRUM

NEW RELEASE

## Blade Alley

A race against time, fast exciting arcade action. 48K £5.95

...and soon Electron and Memotech MTX



FOR INSTANT CREDIT CARD SALES TEL (0203)667556, SEND CHEQUE OR P.O. TO P.S.S. 452 STONEY STANTON RD. COVENTRY CV6 5DG.  
TRADE ENQUIRIES CONTACT JOHN FLETCHER, COVENTRY (0203) 81346





84 COMPUTER &amp; VIDEO GAMES



# EAGLE



```

252 POKE C,160:POKE C+1,167
255 S=C-40
260 POKE S,0:POKE S+1,0
261 S=S-40:IF S<A-40 THEN GH=0:GOTO120
262 POKE S,113:POKE S+1,61
265 IF S+1=A THEN T=6:P=P+10:VD=VD+1:GH=0:GOTO 521
266 IF S=A THEN T=6:P=P+10:VD=VD+1:GH=0:GOTO 521
267 IF S=A THEN T=6:P=P+10:VD=VD+1:GH=0:GOTO 521
268 IF S=A+1 THEN T=6:P=P+10:VD=VD+1:GH=0:GOTO 521
280 GOTO 260 THEN T=6:P=P+10:VD=VD+1:GH=0:GOTO 521
400 D=0:POKE 4514,10:USR(68):USR(71):GOTO 9

```

```

410 IF A+42<C THEN 10
415 IF A=C THEN A=A-80:520
420 IF A=C+1 THEN A=A-80:520
430 IF A+2=C THEN A=A-80:520
440 IF A+2=C+1 THEN A=A-80:520
510 GOTO 10
520 L=L-1:P=P+10:VD=VD+1
521 IF T>6 THEN F=30:GOTO 523

```

```

522 T=0:F=20:POKE S,0:POKE S+1,0
523 POKE 4514,F:USR(68):FOR X=0 TO 5:NEXT:USR(71)
525 POKE A,46:POKE A+1,46:POKE A+2,46
530 POKE A+40,46:POKE A+41,46:POKE A+42,46
540 POKE A+80,46:POKE A+81,46:POKE A+82,46

```

```

550 GOTO 1000
560 POKE A,249:POKE A+2,246:POKE A+41,243:POKE A+40,248:POKE A+42,244
570 IF A+40>C+1 THEN 580
575 GOTO 600
580 FOR Q=A+40 TO C STEP-1
581 POKE Q-40,249:POKE Q-38,246:POKE Q+1,243:POKE Q,248:POKE Q+2,244
582 FOR W=0 TO 100:NEXT
585 POKE Q-40,0:POKE Q-38,0:POKE Q+1,0:POKE Q,0:POKE Q+2,0
590 NEXT
595 GOTO 1300
600 FOR Q=A TO C-40
601 POKE Q,249:POKE Q+2,246:POKE Q+41,243:POKE Q+40,248:POKE Q+42,244
602 FOR W=0 TO 100:NEXT
605 POKE Q,0:POKE Q+2,0:POKE Q+41,0:POKE Q+40,0:POKE Q+42,0
610 NEXT
620 GOTO 1300
700 IF A+40=C THEN A=A-40:GOTO 520
710 IF A+40=C+1 THEN A=A-40:GOTO 520
720 IF A+41=C THEN A=A-40:GOTO 520
730 IF A+41=C+1 THEN A=A-40:GOTO 520
740 IF A+42=C THEN A=A-40:GOTO 520
750 IF A+42=C+1 THEN A=A-40:GOTO 520
760 GOTO 560
800 POKE A,252:POKE A+2,252:GOTO 130
900 A=53500

```





## UGH!

The Ice Age has come and Ugh must collect food. But stealing Pterry the Pterrodactyl's eggs may not have been the best idea! This has to be the best graphics/animation ever on the Dragon 32.....and now Ugh is available on the CBM 64 too! A smash hit! £6.95, Dragon 32 & Tandy Color 32K. £7.95, CBM 64. Joystick compatible.

### ZOIDS

The most amazing new game for the CBM 64. Well, what else would you call a space shoot-em-up game created in the 18th Century by a distant cousin of J.S.Bach?! £7.95 Cassette. Write for Disc version.

### DRACULA'S REVENGE

Sanctify Dracula's castles by doing battle with Werewolves, Ghosts and Vampires! Amazing Hi-Res graphic animation and movement. £6.95, 48K Oric 1.

### SUPER METEORS

The best ever version of this game for a home micro! £6.95, 48K Oric 1.

## MASTERS OF THE GAME

Softek's Software is available at most major outlets, including selected branches of the following: W.H.Smith, Boots, Dixons, Tandy Dealers & Selfridges as well as through our nationwide dealer network. Mail Order Address: Softek International Limited, Softek House, Tranquil Passage, London SE3 0BJ.

Dealers Contact: EMI Distribution or Softek International on 01-318 5424  
SOFTEK INTERNATIONAL LTD. 12/13 Henrietta Street, Covent Garden, London, WC2E 8LH. Telephone 01-240 1422

## MICROBOT

As a microscopic robot transported by energisers inside a mentally unstable robot's head, you must de-bug its brain!

The most amazing, super smooth, flicker-free high-resolution graphics for the ZX Spectrum. This 'arcade simulation' original game is a must for your collection!

£5.95 48K Spectrum. Joystick compatible to Kempston, Sinclair, Protek, A&F etc.

### ICE GIANT

The wizard has set an eternal winter on the land, and sent forth his Ice Giants to crush your fortress. But you, flying your eagle-mount, armed with your maser will melt them into non-existence. Superb graphic animation make this the best ever Oric game. £6.95, 48K Oric 1.

### GALAXIANS

Full feature version of the classic game that'll never be beat! £6.95 48K Oric 1.

### ACHERON'S RAGE

The most original shoot-em-up game for the Oric 1. 9 waves of aliens! £6.95, 48K Oric 1.



SINCE THE LAUNCH OF THE  
SPECTRUM, THERE HAS BEEN MUCH  
TALK OF 'ARCADE PERFECT' GAMES, BUT  
THE IDEAL HAD NOT APPEARED, UNTIL.....

# STARBLITZ

'THE DEFINITIVE VERSION'



**STARBLITZ - £6.95**

At last a true 'Arcade Perfect' game for the ZX Spectrum. Swarmers, Aliens, Mutants, Full Colour Laser Fire and Explosions.....It's all there!. Smooth Hi-Resolution Graphic Movement of a quality and speed unattained on any similar Spectrum program before. If you are a hardened Vid Kid then your wait is over for a game which is truly a match for your skills.

Available from most major outlets nationwide. Mail Order: Send your Cheques to Softek House, Tranquil Passage, London SE3 0BJ. Dealers Contact: EMI Distribution or Phone us directly on 01-318 5424.

**SOFTEK INTERNATIONAL LTD.** 12/13 Henrietta Street, London, WC2E 8LH.



*FROM BEYOND THE DARKEST  
INFINITY OF HYPER-SPACE  
COMES ONE NAME WE  
CHALLENGE YOU TO BEAT...*

# RODNIK

**WAP!**

Games we challenge you to beat...on the 64, Vic 20, Spectrum, ZX81, BBC, Electron, Dragon, Oric, Lynx and Atari. See your local dealer for details.



```

910 POKE A,249:POKE A+2,246:POKE A+41,243:POKE A+40,248:POKE A+42,244
912 FOR F=0 TO 200:NEXT
915 POKE A,0:POKE A+2,0:POKE A+41,0:POKE A+40,0:POKE A+42,0
917 READ NM:POKE A,NM
919 A=A+1:IF A=53509 THEN 6000
920 GOTO 910
1000 POKE A,0:POKE A+1,0:POKE A+2,0
1010 POKE A+40,0:POKE A+41,0:POKE A+42,0
1020 POKE A+80,0:POKE A+81,0:POKE A+82,0
1030 POKE C,0
1040 POKE C+1,0
1050 IF VD=10 THEN GOSUB 3300
1100 GOTO 4
1110 FOR Q=A+39 TO C STEP-1

```

```

1120 POKE Q,0
1130 NEXT
1140 POKE A,0:POKE A+2,0:POKE A+41,0:POKE A+40,0:POKE A+42,0
1200 GOTO 4
1300 VF=0:FOR VR=C-80 TO C-560 STEP-40
1302 ER=0
1305 POKE 4514,255:USR(68)
1310 POKE VR,249:POKE VR+2,246:POKE VR+41,243:POKE VR+40,248:POKE VR+42,244
1320 POKE VR+81,202
1330 FOR ZX=0 TO 270:NEXT
1335 POKE VR,0:POKE VR+2,0:POKE VR+41,0:POKE VR+40,0:POKE VR+42,0
1337 POKE VR+81,0
1338 USR(71)
1340 NEXT
1350 FG=54090
1360 XC=INT(36*RND(1))
1370 FG=FG+XC
1380 POKE FG,69:POKE FG+1,120:POKE FG+2,90
1390 POKE VR,249:POKE VR+2,246:POKE VR+41,243:POKE VR+40,248:POKE VR+42,244
1400 POKE VR+81,INT(RND(1)*4+202)
1405 IF BO>4 THEN OB=2:GOTO 1410
1407 OB=3

```

```

1410 ER=ER+1:IF ER=OB THEN 1460
1415 POKE 4514,150:USR(68)
1420 GET E$
1430 IF E$="/" THEN 1500
1440 IF E$="," THEN 1530
1445 FOR FR=0 TO 30:NEXT
1450 GOTO 1410
1460 IF VR>FG-100 THEN 1555
1465 ER=0:POKE VR+81,0:VR=VR+40
1470 IF VR=FG-120 THEN 1580
1490 GOTO 1400
1500 POKE VR+81,0:VR=VR+1
1510 POKE VR+81,INT(RND(1)*4+202)
1515 FOR HY=0 TO 100:NEXT
1520 GOTO 1410
1530 POKE VR+81,0:VR=VR-1:GOTO 1510
1540 POKE VR+81,INT(RND(1)*4+202)
1550 USR(71)
1552 C=VR+121
1555 IF VR=FG-120 THEN 1580
1560 L=L-1
1570 POKE VR+81,0
1575 GOTO 1600
1580 TEMPO 6
1585 POKE VR+81,202
1590 MUSIC"C0"#"B0C0"#"B0C0"#"B0C0"#"B0C0"#"B0C0"#"B0"
1595 GOTO 3
1600 POKE VR+81,107
1605 POKE 4514,200:USR(68):FOR A=0 TO 100:NEXT:USR(71)
1610 GOTO 3
2000 POKE 53248,16:POKE 53250,9:POKE 53249,15:POKE 53251,14:POKE 53252,20
2010 POKE 53253,19:PRINT" ";TAB(6);P
2020 RETURN
3000 PRINT"E"
3005 TEMPO 5
3010 PRINT"#####"
3020 PRINTTAB(7);"  000 000 0  000
3030 PRINTTAB(7);"  0 0 0 0 0
3040 PRINTTAB(7);"  00 000 0 0 00
3050 PRINTTAB(7);"  0 0 0 0 0
3060 PRINTTAB(7);"  0000 0 0 000 000
3065 PRINT
3070 FOR S=6 TO 26
3080 PRINT TAB(S);"0
3090 PRINT"#####MUSIC"#"B0":NEXT
3100 POKE 53853,170:POKE 53854,153
3110 FOR S=53935 TO 53954
3115 D=S-40
3120 READ C:POKE D,C+W:W=W-1:NEXT
3125 FOR F=0 TO 1500:NEXT
3127 GOSUB 5000
3130 CLR:L=3:GOTO 2
3300 BO=BO+1:VD=0:PH=PH+1
3400 PRINT"#####PHASE";PH;" COMPLETED"
3405 TEMPO 6
3407 MUSIC"R5R5R5"
3410 MUSIC"C0"#"B0C0"#"B0C0"#"B0C0"#"B0C0"#"B0C0"#"B0C0"#"B0C0"#"B0C0"#"B0C0"#"B0"
3420 PRINT"#####
3430 RETURN
5000 PRINT"E"
5005 POKE 10407,184
5010 PRINT" Alien Eagles are attacking Earth.It is"
5020 PRINT"up to you to save us all.After every "
5030 PRINT"ten Eagles the next ten move faster.If"
5040 PRINT"an Eagle lands on Earth,but not on you,"
5050 PRINT"it will lift and drop you.You will have,"
5060 PRINT"to land on a platform or lose a life.If"
5070 PRINT"it lands on you,you will automatically"
5080 PRINT"lose a life."
5090 PRINT"#####GOOD LUCK!!!"
5095 PRINT"
5100 GET A$:IF A$="" THEN 5100
5105 PRINT"
5120 PRINT"SPACE - FIRE"
5130 PRINT" - LEFT"
5140 PRINT" / - RIGHT"
5145 PRINT"
PRESS ANY KEY TO CONTINUE"
5150 GET A$:IF A$="" THEN 5150
5160 RETURN
6000 REM
6010 PRINT"#####YOU HIT";P/10;" EAGLES"
6020 FOR AA=1 TO 1000:NEXT
6030 PRINT"E"
6035 A=53500
6040 POKE A,249:POKE A+2,246:POKE A+41,243:POKE A+40,248:POKE A+42,244
6042 FOR F=0 TO 200:NEXT
6045 POKE A,0:POKE A+2,0:POKE A+41,0:POKE A+40,0:POKE A+42,0
6047 READ NM:POKE A,NM
6049 A=A+1:IF A=53510 THEN 6140
6050 GOTO 6040
6140 GET A$:IF A$="Y" THEN RUN
6150 IF A$="N" THEN PRINT"E":END
6160 GOTO 6140
9000 DATA 18,47,21,139,133,141,147,150,151,151,10,113,12,14,60,29,145,153,167
9010 DATA 160,7,1,13,5,0,15,22,5,18
9020 DATA 16,12,1,25,0,1,7,1,7,14

```



# The world's first true 3D game.

Postern bring you the first fully  
3 dimensional stereoscopic game.

by Mike Singleton

If you've escaped from  
the Snake Pit, survived  
The Siege, added in the  
mighty Shadow and conquered  
the most fearsome foe,  
see if you're ready for  
the ultimate experience.

## POSTERN

Postern Ltd. P.O. Box 2, Andoversford,  
Cheltenham, Glos GL54 5SW.  
Tel: Northleach (04516) 666  
Telex 43269 Prestel 37745

This game requires a colour television set  
and the special 3D glasses provided with each game.

SPECTRUM  
VIC 20  
COMMODORE 64  
BBC 'B'

£7.95

© FRANK MOSES



**SOUR WHISKY**  
DISTILLED AND BOTTLED BY  
**JACK DANIEL DISTILLERY**  
LEWIS MOTTLOW, PROP., INC.  
LYNCHBURG, TENNESSEE, U.S.A.  
EST. & REG. IN 1866  
PRODUCE OF U.S.A.

# PSION SOFTWARE SALOON SALLY



For the **BBC**  
MICROCOMPUTER  
Model A and B

32K  
RAM

## Turn the tables on the Cowboys

**SALOON SALLY** is in a tricky situation. After an evening of drinking and gambling, four roughneck cowboys are wreaking havoc in Sally's saloon.

While the fight progresses Sally spots her chance to pick up the gold lying around. Guide her from table to table filling her pockets but watch out in case the cowboys catch her.

As the pianist pounds away regardless of the commotion, Sally can keep the cowboys at bay by hurling tables and chairs. But the action gets more hectic and the music gets faster—you'll need all your wits about you to keep up with the pace.

**SALOON SALLY** from Psion Software is a compulsive and addictive machine code action game exclusively for the BBC Microcomputer (Model A and B with 32K RAM).

Available from W. H. Smith, Boots and all good software retailers for only £7.95.

The whole range of quality Psion Software, including the popular Vu-Calc and Vu-File applications programmes are available from W. H. Smith, Boots and all good software dealers.

  
**PSION**  
SOFTWARE

Dealers are invited to contact Psion to find out details of substantial discounts for trade orders of our best selling software for the BBC Microcomputer.





**DRAGON HUNGRY HORACE.** It has been said that Horace games are in a class of their own. In fact, Horace is almost a legend. Hungry Horace, the original Horace adventure, is now available for the Dragon 32.



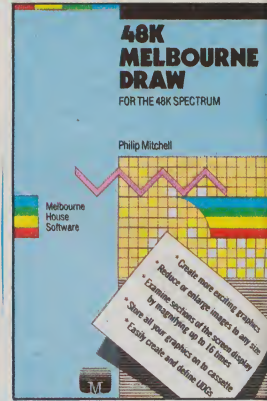
**COSMONAUT.** Written entirely in Machine Language, Cosmonaut is an exciting and challenging game of arcade strategy. Works with joystick or keyboard and features moving elevators, storm troopers, laser guns and more. A full screen game for the unexpanded VIC 20.



**THE HOBBIT.** Visit J.R.R. Tolkien's Middle Earth in the most amazing adventure yet devised. "A game by which future games will be judged." — Personal Computing Today. "Superior to any other adventure game." — Your Computer. The Hobbit is now available for the BBC, Oric, Commodore 64 and Spectrum.

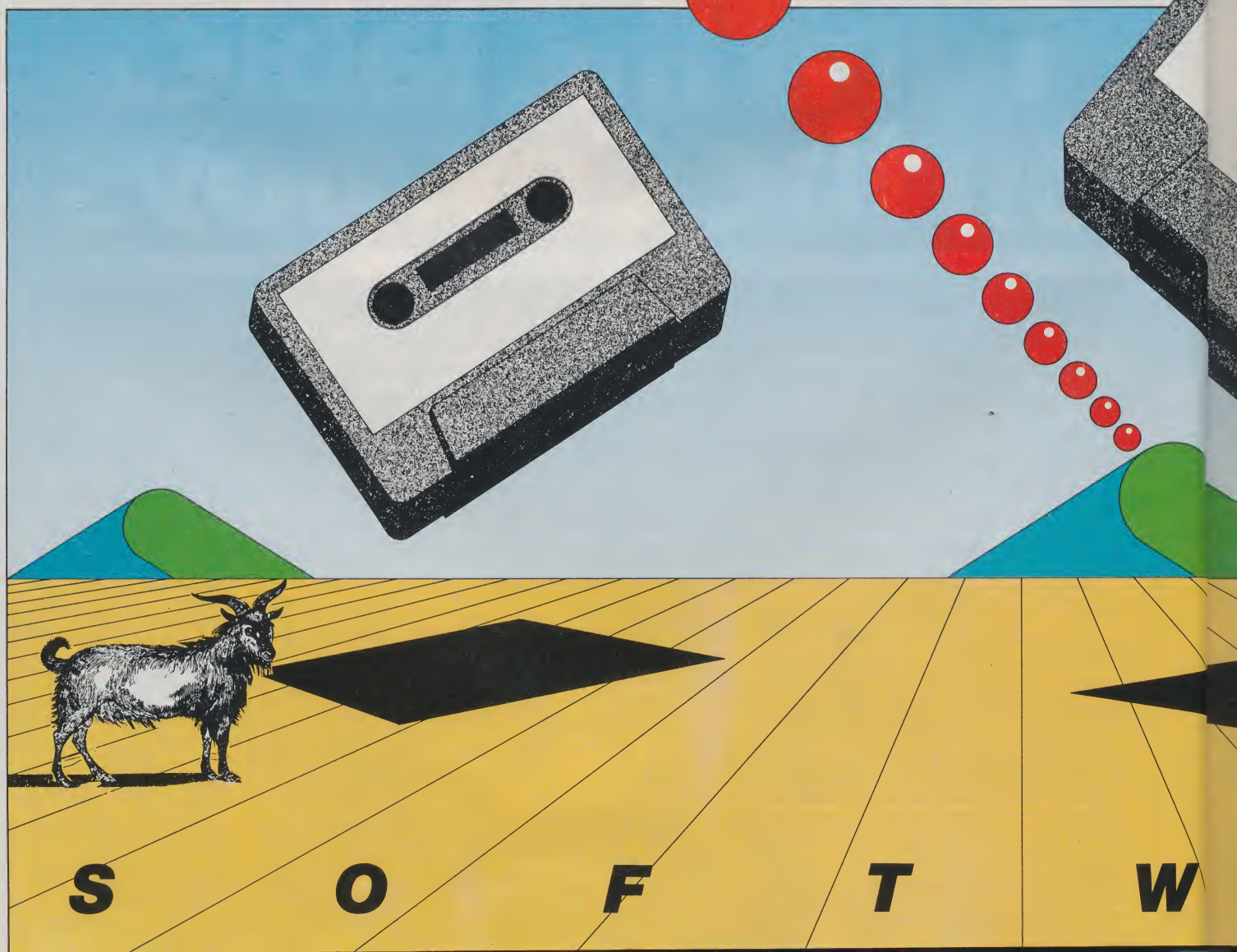


**H.U.R.G.** A revolutionary piece of software for your 48K Spectrum which allows you to develop high quality Machine Language arcade games with absolutely no programming experience. Enter the H.U.R.G. competition and win £3000.



**MELBOURNE DRAW.** Now with Melbourne Draw you can create dazzling, intricate colour graphics and pictures on your Spectrum screen without special programming skills. The most useful and powerful graphics utility program for the Spectrum.

# MELBOURNE







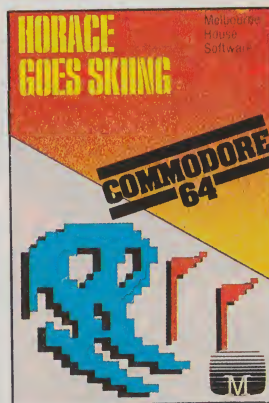
w with  
create  
graphics  
Spectrum  
most  
graphics  
Spectrum.



**FORTH.** Abersoft Forth is an implementation of the Forth Language for your Spectrum 48K. Forth is closer to Machine Code and more than 10 times faster than BASIC. "The only Spectrum package which has been endorsed by the Forth Interest group" — Sinclair User.



**PENETRATOR** is one of the most challenging arcade games for the 48K Spectrum. Amazingly fast arcade action includes training mode and unique customising feature. "Penetrator is my pick — the graphics are terribly impressive... a most enjoyable and addictive game." — Computer and Video Games.



**COMMODORE 64 HORACE GOES SKIING** is the sequel to the very successful Hungry Horace. In this adventure our hero attempts winter sports. Skiing is complete with slalom flags, trees and moguls so watch our Horace!

# MELBOURNE HOUSE



**Orders to:**  
**Melbourne House Publishers**  
131 Trafalgar Road  
Greenwich, London SE10

Correspondence to:  
Church Yard  
Tring  
Hertfordshire HP23 5LU

All Melbourne House cassette software is unconditionally guaranteed against malfunction.

Trade enquiries welcome.

☐ Please send me your free 52 page catalogue.  
Please send me:

## VIC20

☐ Vic Cosmonauts ..... £5.95

## COMMODORE 64

☐ Commodore 64 The Hobbit ..... £14.95  
☐ Commodore 64 Hungry Horace ..... £5.95  
☐ Commodore 64 Horace Goes Skiing ..... £5.95

## DRAGON 32

☐ Hungry Horace ..... £5.95

## ORIC-1

☐ Oric-1/48K The Hobbit ..... £14.95

## BBC

☐ BBC The Hobbit ..... £14.95

## SPECTRUM

☐ Spectrum The Hobbit 48K ..... £14.95  
☐ Penetrator 48K ..... £6.95  
☐ Terror-Daktal 4D 48K ..... £6.95  
☐ Melbourne Draw 48K ..... £8.95  
☐ H.U.R.G. .... £14.95  
☐ Abersoft Forth ..... £14.95  
☐ Classic Adventure ..... £6.95

All versions of "The Hobbit" are identical with regard to the adventure program. Due to memory limitations, BBC cassette version does not include graphics.

£ .....  
Please add 80p for post & pack £ .....80  
TOTAL £ .....

I enclose my ☐ cheque  
☐ money order for £ .....

Please debit my Access card No .....

Expiry Date .....

Signature .....

Name .....

Address .....

Postcode .....

Access orders can be telephoned through on our 24-hour ansafone (01) 858 7397.

C2





48K Spectrum & Atari 400/600/800



# Blue Thunder

by Richard Wilcox

After skilfully piloting your Jetcopter through a bombardment of Electronic Storms, Ground & Sea Based Missiles and attack from Armoured Barrage Balloons, you thought you were safe to complete your mission ... But Not!... yet another wave of deadly Jet Fighters appear from nowhere with only one objective...to eliminate you!

Only your Hyper-Phase Lasers and amazing arcade skill can keep you alive to complete a task that looks impossible. As the only survivor of a once mighty invasion force you must penetrate deep beyond enemy lines. From a remote island protected by a complex defensive screen you must rescue your wounded comrades held captive beside an unstable nuclear reactor, which you must first destroy!

The ultimate in 100% Machine Code Arcade Games from a Master Programmer, achieving a new peak in programming perfection and super smooth movement. Blue Thunder sets astounding new standards in Hi-Res Graphics with Pixel Scrolling over 6 screens 5 different missions, Hi-Score and incredible breathtaking PERSPECTIVE GRAPHICS!

Richard Wilcox Software carries a lifetime guarantee, should any of our games fail to load please return them for an immediate replacement.

All Richard Wilcox Software is available from leading software outlets or by completing the attached coupon.

## Richard Wilcox Software

STATION ROAD, WALSALL WS7 0JZ

To receive your advance copy of BLUE THUNDER before it goes on general release complete and post this coupon to us today! We will rush you your copy by return of post!

☐ 48K Spectrum (Cassette Only) £ 5.50

☐ Any Atari 400/600/800

☐ Cassette £ 9.95 ☐ Disk £ 11.95

Please rush me ..... copy/ies by return as ticked above.

I enclose a Cheque/Postal Order made payable to:  
RICHARD WILCOX SOFTWARE for £.....

Name.....

Address.....

Telephone.....

SEND TO: RICHARD WILCOX SOFTWARE  
Station Road, Walsall, WS7 0JZ

TRADE ONLY ENQUIRIES WELCOME ON 05433 2787



# fantasy

## SOFTWARE

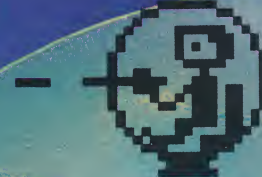
## DOOMSDAY CASTLE

is an arcade style game  
with the feel  
of a real adventure

Doomsday Castle consists of a labyrinth of 76 complexly inter-connected Halls and Passages where you will meet a whole host of adversaries serving the infinitely evil Scarthax, the Garthrogs, the Orphacs, the phenomenally nasty Googly Bird and the Urks which manifest themselves in over fifty unbelievably weird and wonderful guises.

Scarthax has scoured the Universe to bring together the six ancient stones of life force. United in Doomsday Castle they are being used to wield an irresistible power over the cosmos, emanating waves of corruption through every galaxy.

To save the Universe, you must battle your way through the Castle to find and collect the six stones and use their force against Scarthax to destroy Doomsday Castle, hopefully escaping yourself before the final cataclysmic explosion. The task is not easy (saving the Universe never is!) and it will take you many games to unfold the structure of Doomsday Castle and discover the locations of the ancient stones. The addictive arcade style action will keep you coming back to play but the overall challenge should still keep you occupied for months.



You take on the role of our super hero ZIGGY shown here above in his exploratory capsule in combat with an Urk disguised as a pangalactic gargleblaster (!!!) This is a true representation of the on-screen graphics.

**FANTASY SOFTWARE**  
is available from  
**W.H.SMITHS, JOHN MENZIES,  
LASKYS, GREENS, RUMBELOWS,  
SPECTRUM GROUP,  
COMPUTERS FOR ALL and all other  
good software retailers.**

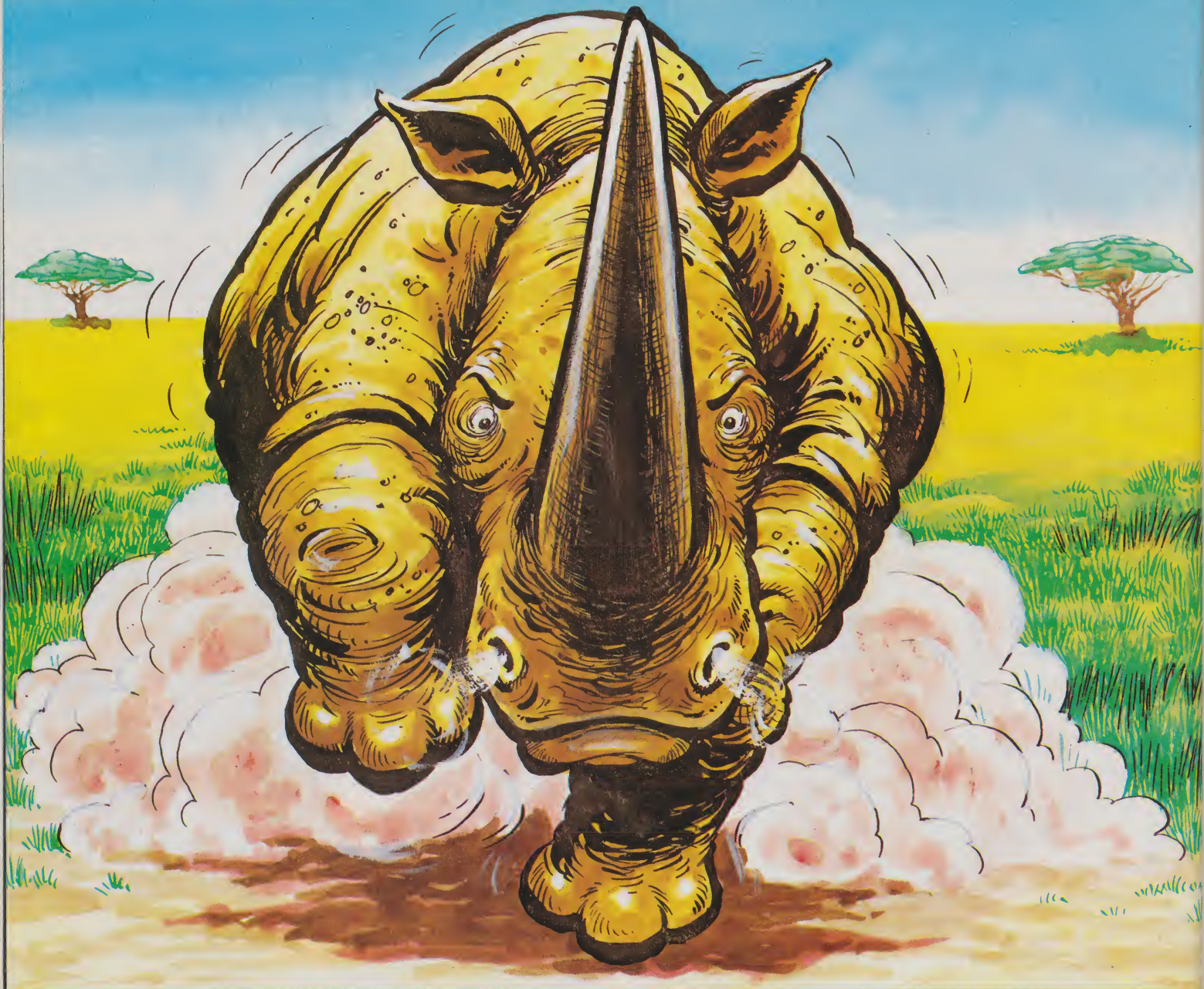
**For 48K  
Spectrum**

# DOOMSDAY CASTLE

is available at £6.50 from

FANTASY SOFTWARE, FALCONBERG LODGE, 27A ST GEORGES ROAD, CHELTENHAM, GLOS GL50 3DT  
despatched by return first class post together with free membership and current newsletter of the Fantasy Micro Club.  
Trade Enquiries welcome – telephone 0242-583661.





**RUNS ON AN ORIC-1 IN 48K**

**BY MICHAEL RUSSEL**

*Can you avoid the giant charging Rhino as it chases you through the forest? Well, if you can't, don't program in this game because you'll soon be in trouble! The object of the game is simple — dodge the Rhino!*

*You'll find yourself in the forest with a fierce horned animal bearing down on you — how long can you stay out in front? Your only hope of safety is the Missionary's hut — if you can reach it, the Rhino will be beaten — and you'll be ready for the next chase, when more Rhinos will be after you.*

*The density of the forest can be changed by altering line 10 and the ferocity of the Rhino in line 20. The initial number of Rhinos can be altered by changing line 25.*

```

1 HIMEM#97FF
2 FORN=46360T046375:READR:POKEN:A:NEXT
3 DATA0,1,62,20,20,20,30,30,12,63,12,12,18,33
4 POKE618,10:PRINTCHR$(12):FORN=1T04:PRINTCHR$(10):NEXT
5 FORN=1T014:PRINTCHR$(9):NEXT
6 PRINT"INSTRUCTIONS?":GETA$:IFA$="Y"THENGOSUB3000
7 POKE555,64
8 REM TYPE IN ALL 'PRINTS' AS '?'
9 POKE1293,96 'ENSURE LINE 0 IS INCLUDED-IF NOT THIS WILL CORRUPT L
  INE 1.
10 D=450 'DENSITY OF FOREST
20 A=3 'FEROCITY OF RHINOS
25 R=1 'INITIAL NO. OF RHINOS
  
```

THIS IS SHORTHAND FORM



```

26 REM R<1 THEN RANDOM NO. OF RHINOS
D<1 THEN RANDOM DEN. OF FOREST
27 IFR>10 THEN R=10
28 IFR<1 THEN R=INT(RND(1)*10)+1
29 IFD<1 THEN D=INT(RND(1)*1000)+1
30 PRINTCHR$(12)
35 PAPER4:INK3 'REPLACE THIS WITH:-
PAPER(R+1)AND7:INKRAND7-IF YOUR T. V.
36 REM CAN STAND IT!
40 FORN=1TO38:PLOTN,1,254:PLOTN,26,254:NEXT
50 FORN=1TO26:PLOT1,N,254:PLOT38,N,254:NEXT
60 FORN=0TOD:Q=INT(RND(1)*38)+1:W=INT(RND(1)*26)+1
:PLOTQ,W,254:NEXT
70 PRINTCHR$(11)"NO. OF RHINOS="R
80 FORN=3TO7:PLOT23,N," " " "NEXT
90 PLOT26,5,"0"
100 X=INT(RND(1)*5)+2:Y=INT(RND(1)*5)+22
110 IFSCRN(X,Y)<>32 THEN 100
120 PLOTX,Y,164
130 P=R
135 GOT0150
140 P=P-1:IFP>=0 THEN GOSUB1000 ELSE GOSUB1500
150 N=1
155 PLOTX,Y,164
160 X1=0:Y1=0:K$=KEY$
165 IFK$="T" THEN 30
170 IFK$="D" THEN X1=1
180 IFK$="A" THEN X1=-1
190 IFK$="X" THEN Y1=1
200 IFK$="W" THEN Y1=-1
210 IFK$="E" THEN X1=1:Y1=-1
220 IFK$="C" THEN X1=1:Y1=1
230 IFK$="Z" THEN X1=-1:Y1=1
240 IFK$="Q" THEN Y1=-1:X1=-1
245 IFSCRN(X+X1,Y+Y1)=48 THEN 300
250 IFSCRN(X+X1,Y+Y1)<>32 THEN 270
260 PLOTX,Y,32:X=X+X1:Y=Y+Y1
261 FORV=Y-2TOY+2:SOUND1,V,15:NEXT:SOUND1,1,0
270 N=N+1:IFN<=A THEN 155
275 PLOTX,Y,164
280 GOT0140
300 PLOTX,Y,32:PLOTX+X1,Y+Y1,64
301 FORN=0TO5:SOUND1,N,15:SOUND1,RND(1)*150,15:NEXT
305 WAIT50:SOUND1,1,0
310 R=R+1
320 GOT030
1000 R1(P)=(INT(RND(1)*36)+2):R2(P)=(INT(RND(1)*25)+2)
1010 IFSCRN(R1(P),R2(P))<>32 THEN 1000
1015 PLOT R1(P),R2(P),35
1016 U=P:GOSUB1505:CALL#F41B:RETURN
1500 U=0
1505 T=U
1510 M1=0:M2=0
1520 IFX<R1(T) THEN M1=-1
1530 IFX>R1(T) THEN M1=1
1540 IFY<R2(T) THEN M2=-1
1550 IFY>R2(T) THEN M2=1
1560 IFX<R1(T)+2ANDX>R1(T)-2 THEN GOSUB2000
1565 IFSCRN(R1(T)+M1,R2(T)+M2)<>32 THEN 1600

```

# ERFINO



# You've read the game... now play the book...

## MY SECRET FILE

Program by Phil Nathans

Based on the best-selling Puffin book by John Astrop

A personal database for your darkest thoughts.

Do you have secrets you wouldn't even confide to your closest friend? Let alone your family?

Do you have secrets about your friends and family you wouldn't confide to anyone but yourself?

At last, you're no longer alone. **My Secret File** turns your personal computer into a personal confidante. And to keep your confidences confidential, it's even password protected – because these days, you can't even trust your micro not to blab.

Trust no-one: file your friends before they file you.

Available for the: **Commodore 64** ISBN 946855 30 7 **Spectrum 48K** ISBN 946855 35 8

**BBC Micro B** ISBN 946855 40 4

Book/cassette pack  
£9.95



Book/cassette pack  
£9.95



## THE UNORTHODOX ENGINEERS: THE PEN AND THE DARK

Adventure game program by Keith Campbell  
Based on the story by Colin Kapp

Colin Kapp created the classic SF stories about the Unorthodox Engineers – and now you can try to solve the mystery of the indestructible pillar of darkness and the riddle of contra-energy in this mind-bending text adventure game.

Reading Colin's story in this pack should help you. But once you and your micro are locked into the problem, not even Colin could get you out.

By special arrangement with an unspecified alien culture, Mosaic will let you have the story along with the program – so at least you're in with a chance.

Please read the story carefully... because we'd like to release our Spring SF bookware blockbuster (Harry Harrison's *Stainless Steel Rat* on micro for the first time!) before you carelessly unleash contra-energy across the universe. Thank you.

Available for the: **Spectrum 48K** ISBN 946855 15 3 **BBC Micro B** ISBN 946855 20 X

Available from good bookshops and computer stores.

Published by Mosaic Publishing Ltd



Marketed by John Wiley & Sons Limited, Baffins Lane, Chichester, Sussex PO19 1UD

BOOKWARE



```

1570 R1(T)=R1(T)+M1:R2(T)=R2(T)+M2
1580 PLOTR1(T)-M1,R2(T)-M2,32:PLOTR1(T),R2(T),35
1600 IFM1*M2<>0THENGOSUB2700
1605 T=T+1:IFT<RTHEN1510
1610 RETURN
2000 IFY<R2(T)+2ANDY>R2(T)-2THEN2010ELSEReturn
2010 POP:PLOTX,Y,37
2020 FORN=0TO200:SOUND1,N,15:NEXT:PING
2022 WAIT70
2025 SOUND1,1,0
2030 PLOT13,13,"GAME OVER"
2040 PLOT11,14,"ANOTHER GAME?"
2050 PLOT14,15,"(Y OR N)"
2060 A$=KEY$:IFA$="Y"THEN10
2070 IFA$<>"N"THEN2060
2080 CLEAR:CLS:POKE618,3:END
2700 IFSCRN(R1(T)+M1,R2(T))=32THEN2760
2720 IFSCRN(R1(T),R2(T)+M2)=32THEN2770
2730 RETURN
2760 POP:M2=0:GOTO1560
2770 POP:M1=0:GOTO1560
3000 PRINTCHR$(12):INK3:PAPER0
3010 PRINT"          "CHR$(27)CHR$(4)"J>>>"CHR$(132)
"RHINO"CHR$(131)"<<<"CHR$(4)
3020 PRINT:PRINT" THIS IS THE GAME OF RHINO. YOU ARE"
3030 PRINT"A MAN TRAPPED IN THE AFRICAN BUSH. "
3032 PRINT"YOU ARE TRYING TO REACH THE SAFETY"
3034 PRINT"OF A HUT. MOVE THROUGH THE TREES ("CHR$(254)")
3036 PRINT"AND TRY TO REACH IT. "
3040 PRINT"HOWEVER YOU ARE NOT ALONE!!!"
3050 PRINT:PRINT" IT IS"CHR$(132)"RHINO"CHR$(131)
"COUNTRY AND AS YOU"
3060 PRINT"HEAD FOR THE COVER. OF THE HUT(0)IN"
3070 PRINT"THE TOP RIGHT HAND CORNER, RHINO (#)"
3080 PRINT"WILL APPEAR, AND A ZAP WILL SOUND. "
3090 PRINT:PRINT" SHOULD YOU REACH THE HUT A NEW"
3100 PRINT"BUSHLAND WILL APPEAR, BUT THIS TIME"
3110 PRINT"THERE WILL BE ANOTHER RHINO!!!"
3120 PRINT:PRINT:PRINT" GOOD LUCK. PRESS ANY KEY TO
CONT. ":GETA$:CLS
3121 PRINT
3122 PRINT"SHOULD YOU GET TRAPPED    E. G. "CHR$(254)
CHR$(254)CHR$(254)
3124 PRINT"PRESS"CHR$(134)"'T'"CHR$(131)"FOR ANOTHER
MAZE    "CHR$(254)"$"CHR$(254)
3125 PRINT"                                "CHR$(254)
CHR$(254)CHR$(254):PRINT
3130 PRINT"          "CHR$(130)"KEYS
3140 PRINT"          "CHR$(133)"====
3150 PRINT
3160 PRINT"          Q  W  E
3170 PRINT"          \  \  /
3180 PRINT"          A-"CHR$(129)"$"CHR$(131)"-D
3190 PRINT"          /  \  \
3200 PRINT"          Z  X  C
3210 PRINT:PRINT"    "CHR$(27)"LANY KEY TO BEGIN":GETA$
3220 RETURN

```

# RHINO



```

110 LET l=-1
120 LET m=0
500 GO SUB 9500
510 GO TO 9820
1000 GO SUB J
1010 IF INT (AND*(c)=1 THEN LET
l=l+1: IF l>1 THEN LET l=-1
1020 GO SUB 3100+(100*(l)
1030 GO SUB J
1040 GO SUB 3500
1500 GO TO 1000
2000 IF INKEY$="5" THEN GO TO 25
300
2010 IF INKEY$="6" THEN GO TO 26
300
2020 IF INKEY$="7" THEN GO TO 27
300
2030 IF INKEY$="8" THEN GO TO 28
300
2040 RETURN
2050 IF IN 31=2 THEN GO TO 2500
2060 IF IN 31=4 THEN GO TO 2600
2070 IF IN 31=8 THEN GO TO 2700
2080 IF IN 31=1 THEN GO TO 2800
2090 RETURN
2500 LET nx=nx-1
2515 IF ATTR (ny,nx)=57 THEN GO
TO 2550
2520 PRINT INK c;AT ny,nx+1;" ";
: BEEP .05,-8: PRINT AT ny,nx;"
: INK 7;AT ny,nx+1;" ": BEEP .0
5,-3: PRINT INK c;AT ny,nx;"#
2525 RETURN
2550 LET nx=nx+1: RETURN
2600 LET ny=ny+1
2603 IF ATTR (ny,nx)=63 THEN GO
TO 2620
2605 IF ATTR (ny,nx)=56 THEN GO
TO 5000
2615 IF ATTR (ny,nx)=57 OR 52 TH
EN GO TO 2650
2620 PRINT INK c;AT ny-1,nx;" ";
AT ny,nx;" ": BEEP .05,-8: PRINT
INK c;AT ny-1,nx;" ";AT ny,nx;"
: BEEP .1,-8: PRINT INK 7;AT n
y-1,nx;" "; INK c;AT ny,nx;"#
2625 RETURN
2650 LET ny=ny-1: RETURN
2700 LET ny=ny-1
2710 IF ATTR (ny,nx)=187 THEN GO
SUB 5200
2715 IF ATTR (ny,nx)=57 THEN GO
TO 2750
2720 PRINT INK c;AT ny,nx;" ";AT
ny+1,nx;" ": BEEP .05,-8: PRINT
AT ny,nx;" ";AT ny+1,nx;" ": BE
EP .1,-3: PRINT INK 7;AT ny+1,nx
" "; INK c;AT ny,nx;"#
2725 RETURN
2750 LET ny=ny+1: RETURN
2800 LET nx=nx+1
2815 IF ATTR (ny,nx)=57 THEN GO
TO 2850
2820 PRINT INK c;AT ny,nx-1;" ";
BEEP .05,-8: PRINT INK 7;AT ny,
nx-1;" "; INK c;AT ny,nx;" "; BE
EP .05,-3: PRINT INK c;AT ny,nx;"
#
2825 RETURN
2850 LET nx=nx-1: RETURN
3000 LET hx=16*(INT (AND*(13))+27
3010 INK 2: PLOT hx,32: DRAW 0,1
19: BEEP .07,30: INK 7: PLOT hx,
32: DRAW 0,119
3020 IF nx<>INT (hx/8) THEN RETU
RN
3025 IF ny<3 OR ny>17 THEN RETUR
N
3030 LET m=m+1
3040 IF m<3 THEN GO TO 4700
3070 GO TO 3225
3100 FOR x=1 TO 10: NEXT x
3110 RETURN
3200 LET hy=2*INT (AND*(7))+3
3210 PRINT INK 4;AT hy,2;" "
: BEEP .0
7,20: PRINT INK 7;AT hy,2;" "
3220 IF hy<ny THEN RETURN
3221 LET m=m+1
3223 IF m<3 THEN GO TO 4700
3225 FOR x=1 TO 6: BEEP .05,7*x:
PRINT INK x;AT ny,nx;" ";AT ny,
nx;" ";AT ny,nx;"D";AT ny,nx;"D"
: NEXT x
3230 PRINT AT ny,nx;" "
3235 GO TO 4000
3500 PRINT INK 7;AT 2,9x;" "
3510 READ g: PRINT INK 2;AT 2,9;
" "

```

# MISSION IMPOSSIBLE

BY DAVID HEALEY

RUNS ON A SPECTRUM IN 48K

```

3515 LET gx=g
3520 IF nx=g AND ny=2 THEN GO TO
3560
3530 IF g=2 THEN RESTORE 9990
3540 RETURN
3550 LET m=m+1
3570 IF m<3 THEN GO TO 4700
3600 FOR x=1 TO 6: INK x: PRINT
AT ny,nx;" ": BEEP .03,8*x: PAIR
T AT ny,nx;" ": BEEP .03,(8*x)-1
0: PRINT AT ny,nx;"D": BEEP .03,
(8*x)-20: PRINT AT ny,nx;"D": BE
EP .03,(8*x)-30
3610 GO TO 3225
4000 PAUSE 100
4010 INK 7: PAPER 0: BRIGHT 1: C
LS
4020 PRINT "OPERATIVE DECEASED:"
: BEEP .1,0: PRINT
4030 PRINT "All life functions i
200": BEEP .1,0: PRINT : PRINT
4040 PRINT "STATUS REPORT:" : BEE
P .1,0: PRINT
4050 PRINT "Fuel rods recovered:
";rs

```









Take a giant step closer to reality with New Generation Software. The 3D Graphics of New Generation programs bring the screen alive and makes other games look as flat as snakes and ladders.

Spectrum owners will find that seeing is believing when they open the door on 'THE CORRIDORS OF GENON', the latest creation from New Generation. You will be saving the Universe from the evil that now controls all things. But beware – the sound of footsteps approaching could be Bogull!

Corridors of Genon for 48K Spectrum 'It is a superb program, and a well conceived plot. Brilliant!' 'Value for money 100%' Home Computing Weekly	£5.95
Knot in 3D for 48K Spectrum 'Addictive, playable game' C & V Games	£5.95
3D Tunnel for 16K/48K Spectrum 'A masterpiece of programming' C & V G	£5.95

Hurtle into a void leaving a trail for your unseen pursuers in 'KNOT IN 3D'. Weave your way through up to five trails but be careful, you could get knotted! Or travel through the depths of a moving tunnel full of bats, rats, spiders and toads in '3D TUNNEL', with a special surprise in the 48K version.

Stamina is the vital ingredient of 'ESCAPE', as you'll be venturing into the maze pursued by walking and flying dinosaurs.

ZX81 owners must be prepared for the

Escape for 16K Spectrum 'One of the best and most original games we have seen for the Spectrum' Sinclair User	£4.95
3D Monster Maze for 16K ZX81 'Brilliant, Brilliant, Brilliant ...' Popular Computing Weekly	£4.95
3D Defender for 16K ZX81 'Another 3D Winner' Sinclair User	£4.95

shock of coming face to face with the T. Rex that leaps out from '3D MONSTER MAZE'. '3D DEFENDER' takes you out of this world and plunges you into space in a fast moving game to defend your home planet against alien spacecraft in a blitz of explosions, plasma blasts and photon beams.

All these exciting 3D games have been designed by Malcolm Evans, the 3D expert. They'll have you leaping out of your seat because you don't just play New Generation games, you live them.

**New  
Generation  
Software**

FREEPOST Bath BA2 4TD Tel 0225-316924  
Mail order by return

Products available from  
W H Smith, Boots,  
Menzies, Spectrum  
Group, HMV, and  
all leading department  
& computer stores



# Kindersoft

EDUCATIONAL FUN  
FOR THE YOUNG



Suitable for children  
5-10 years of age

for  
ORIC-1(48k)  
Spectrum(48k)  
CBM64

## LEARN

- \* Addition
- \* Subtraction
- \* Alphabet
- \* Spelling

*Now in*  
*English*  
*French*  
*German*  
*Spanish*  
*Italian*

## FOUR GAMES FOR CHILDREN

*In FIVE languages all on ONE tape!*

*"Well presented, interesting and  
educationally stimulating"*  
*Oric Computing(Nov 83)*

SUPER VALUE AT

**£9.95**  
**ORDER NOW!**

Available through SoftShop International(Worldwide distributors of British software)

To: SoftShop International Ltd 16 Brune Street,LONDON,E1 7NJ

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_

Enter number of cassettes required  
at £9.95 each (All are multi-lingual)

ORIC-1(48k) ☐ Spectrum(48k) ☐ CBM64 ☐

Cheque/PO enclosed for payable to  
SoftShop International (Please add 50p P&P)

SoftShop International Ltd 16 Brune Street,LONDON,E1 7NJ Tel:01-377 8034 Tlx:896616 Sendit G

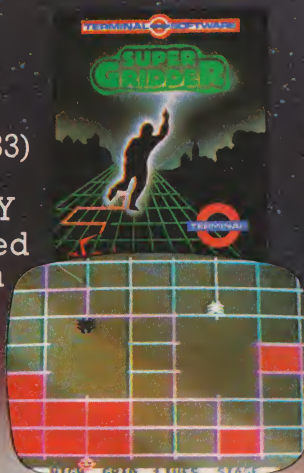


# TERMINAL SOFTWARE

## commodore 64 games cassettes

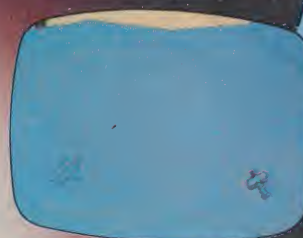
### SUPER SKRAMBLE!

Personal Computer News (15-21 Sept '83) gave SUPER SKRAMBLE! an overall rating of NINETEEN OUT OF TWENTY and described it as: "Well implemented with beautifully smooth scrolling and very nice graphics."



### SUPER GRIDDER

"... a compelling piece of frivolity that could give hours of fun." was the verdict of Personal Computer News (22-28 Sept '83).



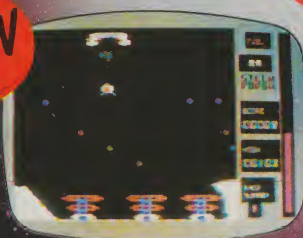
### SUPER SKRAMBLE!

"An excellent game" said Computer & Video Games magazine (Sept '83).

### STELLAR DODGER

A game of skill and anticipation in which you must dodge your way through asteroids to complete your mission.

NEW



### TERMINAL

NEW



### SUPER DOGFIGHT

The first 64 games cassette to have **SIMULTANEOUS TWO-PLAYER ACTION** - realistic sound effects too.

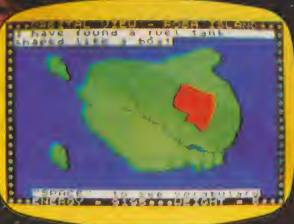
### HUNTER

A fast action game in which your pursuers gain in speed and intelligence as you master each successive screen.

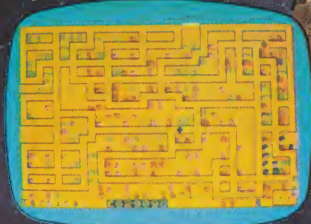
## Sinclair Spectrum 48k

### VAMPIRE VILLAGE and SPACE ISLAND

are REAL-TIME graphic adventures and every game is different from the one before.



**CITY** is a unique REAL-TIME better-than-a-board game for 1-4 players that combines simplicity of use with complexity of form as the city you build takes on a life of its own.



SELECTED PROGRAMS AVAILABLE IN:

Dixons  
SOFTWARE  
EXPRESS

Greenchip  
at DEBENHAMS

LAZARUS

TERMINAL SOFTWARE  
28 CHURCH LANE, PRESTWICH, MANCHESTER M26 5AJ  
TEL 061 773 9313

PRINCIPAL WHOLESALE DISTRIBUTORS:  
PCS BLACKBURN, CentreSoft WEST MIDLANDS  
SoftShop LONDON

EUROPE:  
WICOSOFT - DÜSSELDORF  
TIAL - ALMHULT  
AASHIMA - ROTTERDAM



```

9210 PRINT "LOCATION:": BEEP .5,
10
9215 PRINT
9220 PRINT "A FULLY AUTOMATED NU
CLEAR POWER STATION PATROLLED BY
GUARDIAN ROBOTS AND PROTECTED
BY A LASER DEFENCE MECHANISM.":
BEEP .5,10
9225 PAUSE 800
9230 CLS
9235 PRINT "PROBLEM:": BEEP .5,1
0
9240 PRINT
9245 PRINT "FUEL ROD HANDLING MA
LFUNCTION. ALL RODS EXPOSED.
TIME TO CRITICAL RAD
IOWACTIVE RUNAWAY CONDITION: U
NKXNOWN": BEEP .5,10
9250 PAUSE 800
9255 CLS
9260 PRINT "MISSION:": BEEP .5,1
0
9265 PRINT
9270 PRINT "YOUR MISSION SHOULD
YOU DECIDE TO TAKE IT IS TO ENT
ER THE POWERSTATION AND MOVE THE
FUEL RODS INTO PROTECTIVE LEAD
CONTAINERS.": BEEP .5,10
9275 PAUSE 800
9280 CLS
9285 INK 5
9290 PRINT "TOP SECRET": BEEP .5
.10
9295 PRINT
9300 PRINT "BRIEF:": BEEP .5,10
9305 PRINT
9310 PRINT "1: The fuel rods are
located at the top of the scree
n and can be recognised easily as
they have flashing radiation w
arning indicators attached.
": BEEP .5,10
9315 PRINT
9320 PRINT "2: The lead containe
rs are situated in a corrid
or at the base of the screen."
: BEEP .5,10
9325 PRINT
9330 PRINT "3: You must transpor
t the rods to these containers
avoiding the laser fire and guard
ian robot.": BEEP .5,10
9340 PRINT : PRINT
9345 PRINT "Press X to select co
ntrols."
9350 IF INKEY$="X" THEN GO TO 93
60
9355 GO TO 9350
9360 CLS : INK 7
9365 PRINT "CONTROL SELECTION:"
9370 PRINT
9375 PRINT "CURSOR KEYS (Press C
)": PRINT : PRINT "KEMPSTON J/ST
ICK (Press J)": BEEP .5,10
9380 IF INKEY$="C" THEN GO TO 94
00
9385 IF INKEY$="J" THEN GO TO 94
20
9390 GO TO 9380
9400 LET J=2000
9410 GO TO 9000
9420 LET J=2050
9430 GO TO 9000
9499 STOP
9500 FOR n=0 TO 168
9505 READ a
9510 POKE USR "a"+n,a
9515 NEXT n
9550 RETURN
9700 DATA 0,BIN 00001000,BIN 000
11100,BIN 00101010,BIN 00001000,
BIN 00010100,BIN 00010100,BIN 00
10100
9705 DATA 0,0,0,0,0,0,0,BIN 0000
1000
9710 DATA BIN 00011100,BIN 00101
100,BIN 00001000,BIN 00010100,BI
N 00010100,BIN 00010000,0,0
9715 DATA 0,0,0,0,BIN 00001000,B
IN 00011100,BIN 00011010,BIN 000
11000
9720 DATA BIN 00010100,BIN 00010
100,BIN 00000100,0,0,0,0,0
9725 DATA 0,BIN 00000010,BIN 000
00010,BIN 00000110,BIN 00000011,
BIN 00000010,BIN 00000101,BIN 00
000100
9730 DATA 0,BIN 01000000,BIN 010
00000,BIN 01100000,BIN 11000000,

```

```

BIN 01000000,BIN 10100000,BIN 00
100000
9735 DATA 0,0,0,BIN 10101010,BIN
01010101,0,0,0
9740 DATA BIN 00111100,BIN 00111
100,BIN 11111111,BIN 11111111,BI
N 11111111,BIN 11111111,BIN 0011
1100,BIN 00111100
9745 DATA BIN 01111110,BIN 11000
011,BIN 10100101,BIN 10011001,BI
N 10011001,BIN 10100101,BIN 1100
0011,BIN 01111110
9750 DATA BIN 00000000,BIN 00000
000,BIN 00000000,BIN 00011000,BI
N 00011000,BIN 00000000,BIN 0000
0000,BIN 00000000
9755 DATA BIN 00000000,BIN 00000
000,BIN 00111100,BIN 00100100,BI
N 00100100,BIN 00111100,BIN 0000
0000,BIN 00000000
9760 DATA BIN 00000000,BIN 01111
110,BIN 01000010,BIN 01000010,BI
N 01000010,BIN 01000010,BIN 0111
1110,BIN 00000000
9765 DATA BIN 11111111,BIN 10000
001,BIN 10000001,BIN 10000001,BI
N 10000001,BIN 10000001,BIN 1000
0001,BIN 11111111
9770 DATA BIN 11100000,BIN 11010
000,BIN 01000000,BIN 10100000,BI
N 10100000,BIN 00100000,0,0
9775 DATA 0,BIN 00011000,BIN 001
11100,BIN 01111110,BIN 01111110,
BIN 00111100,BIN 00011000,0
9780 DATA 0,BIN 01100000,BIN 011
01000,BIN 01111110,BIN 01101000,
BIN 01100000,0,0
9785 DATA 0,BIN 00000110,BIN 000
10110,BIN 01111110,BIN 00010110,
BIN 00000110,0,0
9790 DATA 0,BIN 00010000,BIN 000
10000,BIN 00111000,BIN 00010000,
BIN 01111100,BIN 01111100,0
9795 DATA BIN 10100101,BIN 11111
111,BIN 10011001,BIN 01011010,BI
N 01111110,BIN 00100100,BIN 0001
1000,0
9800 DATA BIN 01111110,BIN 11111
111,BIN 11111111,BIN 11111111,BI
N 11111111,BIN 11111111,BIN 1111
1111,BIN 01111110
9820 PAPER 0: BORDER 0: CLS
9822 LET J=0
9825 FOR y=1 TO 4: INK y
9830 LET J=J+1: IF J=30 THEN GO
TO 9200
9835 BEEP .5,-25
9855 PRINT AT 0,0
9860 PRINT "
9865 PRINT "
9870 PRINT "
9880 PRINT "
9890 PRINT
9895 PRINT
9900 PRINT "
9905 PRINT "
9910 PRINT "
9915 PRINT "
9920 PRINT
9925 PRINT
9930 PRINT "
9935 PRINT "
9940 PRINT
9945 PRINT "
9950 PRINT "
9955 PRINT
9960 PRINT
9965 PRINT " A SYNACROOP SOFTWAR
E PRODUCTION"
9970 PRINT
9975 NEXT y: GO TO 9825
9980 GO TO 9200
9990 DATA 3,4,3,4,3,4,5,6,7,8,9,
0,7,6,5,6,7,6,5,6,7,8,9,10,11,12,
13,14,15,16,17,18,17,16,15,14,1
4,13,12,13,14,13,12,13,14,15,16,
17,18,17,16,17,18,19,20,21,22,23,
24,24,23,22,23,24,25,26,27,28,2
7,26,25,26,27,28,2

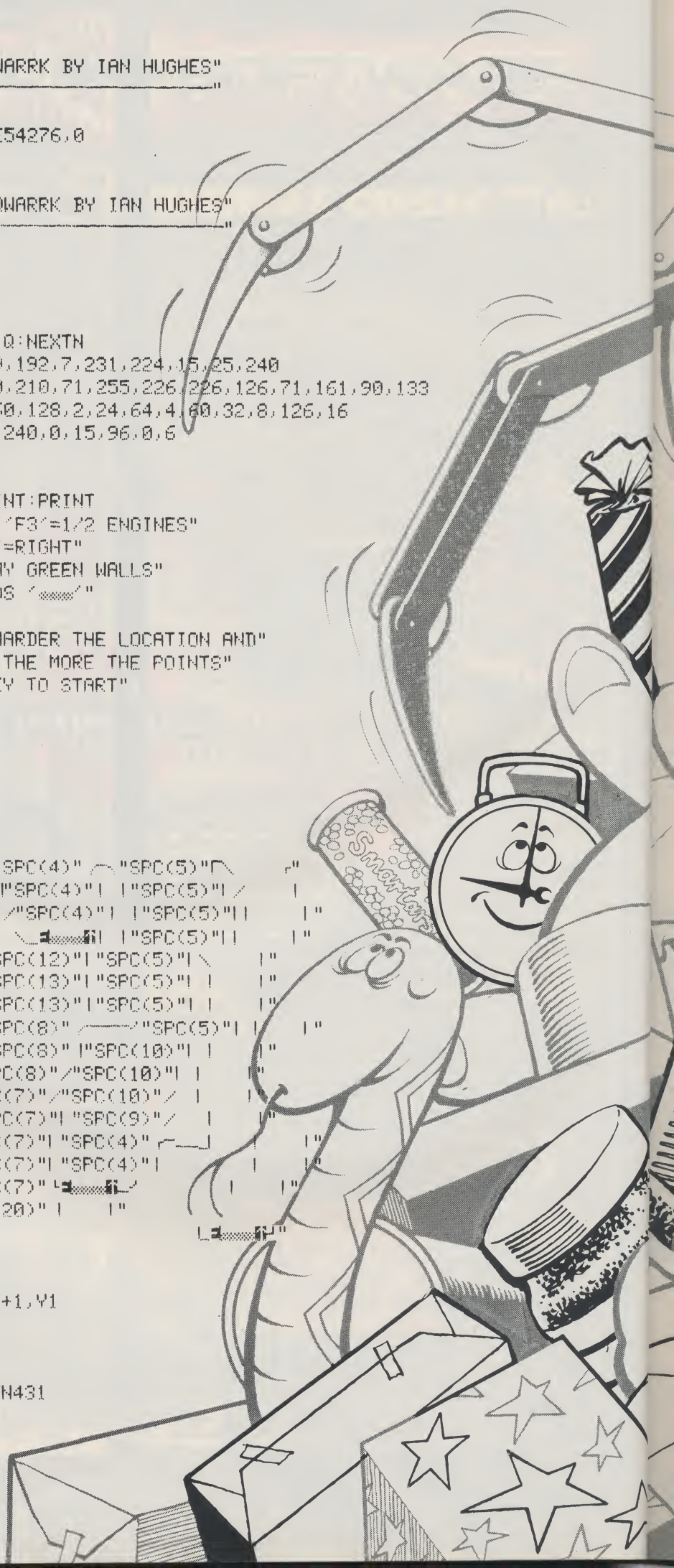
```



```

0 PRINT"J"
1 PRINT "■WELCOME TO PLANET QWARRK BY IAN HUGHES"
2 PRINT "■—————"
3 GOSUB9030
5 POKE54296,0:POKE53281,2:POKE54276,0
6 RESTORE:CLR
10 PRINT"J"
20 PRINT "■WELCOME TO PLANET QWARRK BY IAN HUGHES"
21 PRINT "■—————"
30 V=53248
31 POKEV+16,0
35 POKEV+21,1
40 POKE2040,13
45 FORN=0TO62:READQ:POKE832+N,Q:NEXTN
50 DATA0,255,0,1,219,128,3,219,192,7,231,224,15,25,240
55 DATA123,0,222,79,0,242,75,0,210,71,255,226,226,126,71,161,90,133
60 DATA160,231,5,1,231,128,1,60,128,2,24,64,4,60,32,8,126,16
65 DATA112,255,14,241,255,143,240,0,15,96,0,6
70 POKEV+23,1:POKEV+29,1
80 POKEV,130:POKEV+1,75
81 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
90 PRINT"▲ 'F1'=MAIN ENGINES 'F3'=1/2 ENGINES"
100 PRINT"      'Z'=LEFT 'X'=RIGHT"
101 PRINT"■      DO NOT HIT ANY GREEN WALLS"
102 PRINT"      LANDING PADS '▲▲▲▲'"
103 PRINT
104 PRINT"▲ REMEMBER■——THE HARDER THE LOCATION AND"
105 PRINT" SOFTER THE LANDING,THE MORE THE POINTS"
110 PRINT"■      PRESS ANY KEY TO START"
120 GETA$:IFA$=""THEN120
135 POKEV+21,0
136 POKEV+23,1:POKEV+29,1
140 PRINT"J"
150 FORY=1TO2:PRINT:NEXTY
155 PRINT"■"SPC(16)" _"
159 PRINT"■"SPC(16)"/\"
160 PRINT"■"SPC(11)"/      \"SPC(4)\" \"SPC(5)\"I\"      \"
170 PRINT"■      \"SPC(9)\"/      I\"SPC(4)\"I I\"SPC(5)\"I /      I
180 PRINT"■      \"SPC(8)\"I      /\"SPC(4)\"I I\"SPC(5)\"I I      I"
190 PRINT"■      \"SPC(7)\"I      \"SPC(5)\"I I      I"
200 PRINT"■      \"SPC(5)\"/\"SPC(12)\"I\"SPC(5)\"I \"      I"
210 PRINT"■      I\"SPC(4)\"/\"SPC(13)\"I\"SPC(5)\"I I      I"
220 PRINT"■      I\"SPC(4)\"I \"SPC(13)\"I\"SPC(5)\"I I      I"
230 PRINT"■      I\"SPC(4)\"I \"SPC(8)\" \"SPC(5)\"I I      I"
240 PRINT"■      /\"SPC(4)\"I\"SPC(8)\" I\"SPC(10)\"I I      I"
250 PRINT"■      /\"SPC(5)\"I\"SPC(8)\"/\"SPC(10)\"I I      I"
260 PRINT"■      /\"SPC(6)\"I\"SPC(7)\"/\"SPC(10)\"/      I      I"
270 PRINT"■      /\"SPC(5)\" \"SPC(7)\"I \"SPC(9)\"/      I      I"
280 PRINT"■      /\"SPC(6)\" \"SPC(7)\"I \"SPC(4)\" \"      I      I"
290 PRINT"■      I \"SPC(6)\" I \"SPC(7)\"I \"SPC(4)\"I      I      I"
300 PRINT"■      / \"SPC(6)\" I \"SPC(7)\" \"SPC(4)\"I      I      I"
310 PRINT"■      I \"SPC(7)\" /\"SPC(20)\" I      I"
320 PRINT"■      \"SPC(4)\" \"SPC(5)\"I      I"
321 PRINT:PRINT
330 F=700:GR=0
340 X1=24:Y1=58:POKEV,X1:POKEV+1,Y1
350 POKEV+23,0:POKEV+29,0
360 POKEV+21,1
361 GOSUB 370:GOTO361
370 IFY1<58ANDPEEK(V+31)=1THEN431
371 IFF<0THEN431
372 IFY1<2THEN 431

```







# QWARRK

You are on a secret mission to a remote planet for the Intergalactic Federation, picking up strange cargoes from robot-controlled bases. Santa has been dropping off unwanted Christmas presents in this sector of the universe — and the Federation boss has told you he wants them back! Santa has chosen some really awkward spots to drop off the gifts — so you'll have to brave the dangers of the planet in order to complete your task. There are few landing sites, gravity is extremely strong — and you are running low on fuel. Something Santa never had to bother about! You'll score more points for a landing in a really difficult spot — so experienced pilots will score well. Full instructions are involved in the program. Happy landings!

```
380 POKE54276,0
390 IFPEEK(197)=4THENG=GR-.5:F=F-12:GOSUB9000
400 IFPEEK(197)=5THENG=GR-.25:F=F-7:GOSUB9000
410 IFPEEK(197)=12THENX1=X1-3:F=F-1
420 IFPEEK(197)=23THENX1=X1+3:F=F-1
421 LETG=GR+.1
425 LETY1=Y1+GR
426 IFX1>255THENGOSUB5000
427 IFX1<0THENGOSUB5030
428 IFY1<=4THEN431
430 POKEV,X1:POKEV+1,Y1:GOTO 440
431 IFX1=97ANDY1>=202THENP=25:GOTO7000
432 IFX1=192ANDY1>=98THENP=10:GOTO7000
433 IFX1=192ANDY1>=206THENP=40:GOTO7000
434 IFX1>=44ANDY1>=200ANDPEEK(V+16)=1THEN
    P=15:GOTO7000
435 GOTO 8000
440 PRINT"⌵FUEL:      ⌵⌵⌵⌵⌵":F
450 RETURN

4445 IFPEEK(V+27)=1THEN8000
5000 LETX1=X1-255
5010 POKEV+16,1
5011 RETURN
5030 IFX<0THENX=X+255:POKEV+16,0:RETURN
7000 PRINT"⌵":POKEV+21,0
```

BY IAN HUGHES

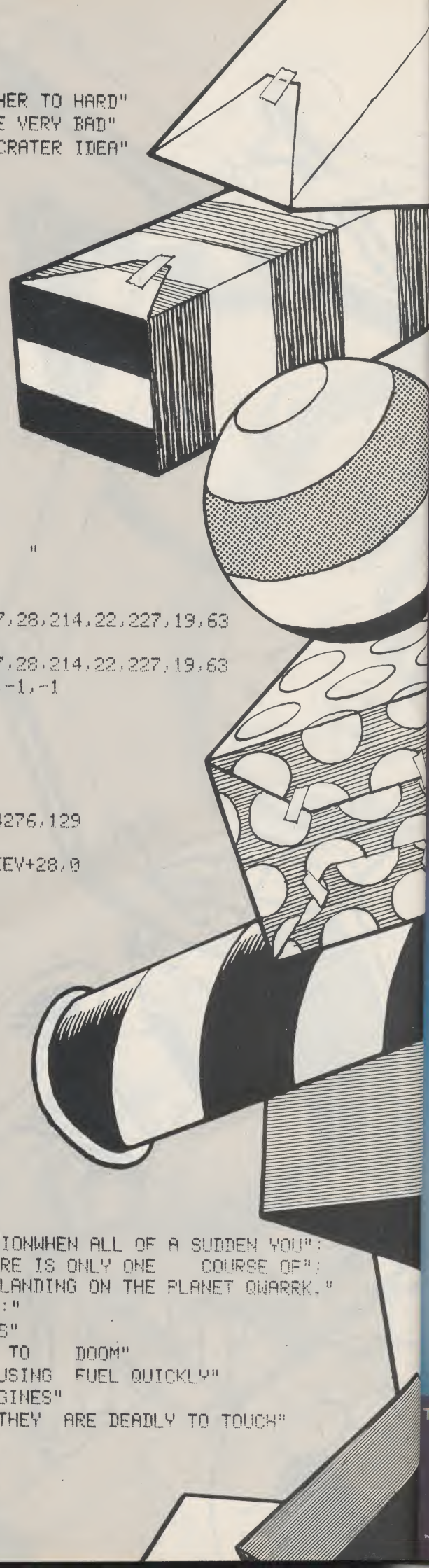
RUNS ON A COMMODORE 64



```

7001 IFGR>1THENPOKE54296,0
7010 IFGR>1THENPRINT"■YOU LANDED BUT YOU HIT RATHER TO HARD"
7020 IFGR>1THENPRINT"SO SORRY BUT YOUR WOUNDS ARE VERY BAD"
7030 IFGR>1THENPRINT"MIND YOU I LIKE THE 5 MILE CRATER IDEA"
7041 IFGR>1THENGOTO8102
7042 PRINT"■WELL DONE YOU LANDED SAFELY"
7043 IFGR<=0THENRG=10
7044 IFGR<=.2ANDGR>0THENRG=9
7045 IFGR>=.3THENRG=7
7046 IFGR>=.7THENRG=3
7047 IFGR>=.8THENRG=1
7049 P%=RG*P+(RND(0)*5)+1:P=P%
7050 POKE54296,15
7051 POKE54277,9:POKE54276,33
7059 FORT=1T030:NEXT
7065 READHF
7066 READLF
7077 IFLF=-1THENPOKE54273,0:POKE54272,0:GOTO7081
7078 POKE54273,HF:POKE54272,LF
7080 POKE 54276,0:GOTO7081
7081 FORC=1T010
7083 PRINT"
7085 PRINT"■A GOOD LANDING ■POINTS:";P;"
7087 FORV=1T0100:NEXTV:NEXTC:GOTO8102
7100 DATA22,227,25,177,28,214,22,227,19,63,22,227,28,214,22,227,19,63
7111 DATA22,227,28,214,38,126,38,126,36,85,34,75
7112 DATA22,227,25,177,28,214,22,227,19,63,22,227,28,214,22,227,19,63
7113 DATA22,227,28,214,38,126,38,126,36,85,34,75,-1,-1
8000 POKE54296,15
8050 FORVY=1T02
8051 FORY=1T020
8065 POKE53281,0:POKE53281,1:POKE53281,0
8069 NEXTV
8070 POKE54296,15:POKE54277,17:POKE54272,1:POKE54276,129
8072 POKE54273,(3*RND(0))+5
8082 POKEV+28,1:FORX=1T0300:POKE54278,32:NEXT:POKEV+28,0
8083 NEXTVY
8085 POKEV+21,0
8086 POKE54276,0:POKE54277,0
8087 POKE53281,2
8102 PRINT
8103 PRINT"ANOTHER GAME Y OR N"
8104 POKE198,0
8110 INPUTA$
8120 FOR C=1TO LEN(A$):IFMID$(A$,C)="Y"THENRUN
8121 NEXTC
8130 PRINT"BYE THEN":END
9000 IFPEEK(197)=4THEND=15
9001 IFPEEK(197)=5THEND=10
9006 POKE54296,0:POKE54277,9:POKE54278,128
9007 POKE54276,129:POKE54273,6:POKE54272,10
9015 RETURN
9030 PRINT"■ YOU ARE ON A MISSION FOR THE FEDERATIONWHEN ALL OF A SUDDEN YOU"
9040 PRINT" DETECT A FAULT ON BOARD YOUR SHIP.THERE IS ONLY ONE COURSE OF"
9050 PRINT" ACTION, YOU MUST ATTEMPT A FORCED LANDING ON THE PLANET QWARRK."
9060 PRINT"FOR YOU THERE ARE SEVERAL DIFFICULTIES:"
9070 PRINT"■1.■THERE ARE ONLY A FEW LANDING SITES"
9080 PRINT"■2.■THE GRAVITY IS STRONG,PULLING YOU TO DOOM"
9090 PRINT"■3.■YOUR ENGINES ARE SPLUTTERING AND USING FUEL QUICKLY"
9100 PRINT"■4.■YOU MUST LAND GENTLY USING 1/2 ENGINES"
9110 PRINT"■5.■THE WALLS ARE MADE OF ANTI-MATTER,THEY ARE DEADLY TO TOUCH"
9111 INPUT"■PRESS RETURN KEY";A$:RETURN

```



SIN  
SP  
BA  
by S  
Bar  
for  
Sle  
was  
Cou  
of a  
mai  
wag  
Yea  
you  
The  
for  
gan  
Gra  
  
SIN  
SP  
AD  
by S  
An  
hist  
Gra  
the  
As  
inst  
com  
am  
mar  
des  
eva  
targ  
sam  
as  
dur  
7 le  
  
SIN  
SP  
DU  
by S  
Two  
to fr  
deso  
when  
play  
UND  
from  
fight  
level  
Grap  
repo  
new  
diffe  
corr  
Obje  
and  
  
SPI  
LAS  
A Te  
1. Fl  
best  
Spin  
"hol  
with  
2. Bl  
a liv  
rules  
crou  
is af  
Sup



**SINCLAIR ZX 81 16K  
SPECTRUM 48K  
BARON**  
by Simon Mansfield  
Baron is a complex simulation game for up to four players. Step back in time when the country was divided into huge estates. Could you accept the responsibilities of a Baron? Farm your lands, maintain workers, hire mercenaries, wage feudal wars? Yearly analysis of success or failure of your decisions. There are unexpected events in store for you - to find out, why not play the game?  
Graphics.

**SINCLAIR ZX 81 16K  
SPECTRUM 48K  
ADMIRAL GRAF SPEG**  
by Simon Mansfield  
An original game of strategy based on historically accurate records of the Graf Spee's formidable presence in the North and South Atlantic. As her Captain use full graphic instrumentation to calculate speed, compass bearings, fuel, distance, ammunition status, locate and manoeuvre into visual range and destroy enemy ships which can also evade, seek and destroy you! Attacked targets can only be destroyed by the same number of salvos or torpedoes as were necessary for the torpedoes during the original action.  
7 levels of difficulty.

**SINCLAIR ZX 81 16K  
SPECTRUM 48K  
DUNGEONS OF DOOM**  
by Simon Mansfield  
Two challenging adventure games - to travel through the labyrinth, descending to the lowest dungeons where the treasures are hidden or, play "ESCAPE FROM THE UNDERWORLD" and save yourself from incarceration in the dungeons by fighting you way up the endless levels.  
Graphics show your position - status reports - different layout with each new game - 4 players can search different levels - 400 rooms - 600 corridors - 1000 locations to explore. Objective - to score highest points and STAY ALIVE.

**SPECTRUM 16K  
LAS VEGAS**  
by Neil Streeter  
A Temptation games double.  
1. FRUIT MACHINE - must be the best full feature "Pub" Fruit Machine. Spin the symbols, use the "nudge" "hold" "gamble" facility - win or lose with true percentage payouts.  
2. BLACK JACK - break the bank with a five card trick. This game follows the rules of Pontoon. The Spectrum croupier deals the cards with skill and is after your stake money!  
Superb graphics.

**SPECTRUM 16K  
CHALLENGE**  
by Neil Streeter  
A Temptation games double.  
1. MASTER CODE DELUXE - all the features of the well known game. 2. skill levels - any code or no repeated colours. Good clear graphics show the success or failure of your logic as the computer assesses each line.  
2. HIGHER AND LOWER - skill, hunches and sixth sense are needed to beat this fast dealing machine. Graphically as realistic as a certain television series. Will you be able to get to the end of the row of five cards, guessing whether the next card will be HIGHER or LOWER?

**SPECTRUM 16K  
GODZILLA AND THE MARTIANS**  
by Neil Streeter  
The Martians have invaded, destroying the molecular structure of earth's atmosphere to make it compatible with their own planet. "The girl of your dreams" is trapped at the top of a building site but for the moment protected from the evil invaders by a friendly Dinosaur! Leap over deadly Martian invaders - scale ladders - jump the man traps - rescue her before the oxygen is totally absorbed.  
Kong type game for SUPERHUMANS.

# Temptation

Software Limited

**NEW**  
The 3 fastest playable 100% machine code arcade games for the VIC 20 unexp

## ARCADE

**VIC 20 unexp  
SWARM**  
by Andrew Haisley  
As a pilot testing the latest star ship, breakdown in your guidance systems causes you to materialise in the breeding grounds of the Psigophorus, an unbelievably nasty insect life form which kills anything entering its space. Survival depends on destruction of the eggs before they hatch to form a SWARM. They can use your laser energy to mutate at an alarming rate and the only escape from the devastating attack of a Swarm is by destroying the Psigophorus in only one brief stage of its life cycle.  
CAN YOU SURVIVE this high scoring game?

## ARCADE

**VIC 20 unexp  
ALIEN-VORTEX**  
by Andrew Haisley  
It is the 23rd Century - unemployment 99.9% - due to 300% inflation, money replaced by credit discs - to relieve boredom the I.R.S.P. sets up huge gambling arcades - debts run high - inhabitants who cannot pay take part in "THE GAME". Transported to Launch Base 3 they are sealed into a Zeltion Earth Defender and attacked by waves of mutant birds, specially bred on the Space Station Alien. Moneylenders bet on the length of the ill-fated player's survival, so recovering their losses SET your body modulator to HYPERDRIVE. PRIME your firing fingers and HANG LOOSE.  
High scoring game.

## ARCADE

**VIC 20 unexp  
THUNDERFLASH**  
by Andrew Haisley  
The year 2500 A.D. has produced a problem, space Rats are using humanoid for experimentation! Their technical skills include impenetrable defence systems. A Royal Space Fleet Pilot sent to destroy them has been killed. YOU ARE INVITED TO TAKE HIS PLACE.  
You will be bombarded by zig-zagging steel arrows - it not destroyed they turn into Thunderflashes which explode when hit. Being unstable they release sparks which you must destroy before they hit you. Your survival angers the Rats who increase the speed and fury of the attack.  
High scoring game.

**VIC 20 16K  
DRAGON 32K  
MICROPOLY**  
by Richard Fry & Simon Lacey  
Play this version of the family board game with a competent and challenging microbanker and property tycoon. State of game and board on instant recall - or the game saved.  
Game for up to four players AND the computer.

**VIC 20 Unexp  
COBUS MAZ**  
by Dave Gibson  
A series of ridiculously impossible layouts which our self-destructing Programmer has devised for VICtims! Just get from "A" to "B" without being blown up or eaten by a COBUS - simple? You are given five lives and five ZOGS to hyperSpace a COBUS when you are cornered. Successful exit brings the reward of greater challenge with progressively difficult layouts and hidden complications. Keys require collecting in a correct order to open the door, devilish invisible mines and

**TI 99/4A Ext. Basic  
HOUSE OF BUGS**  
by Tony Frampton  
The Bugs in this game will raise your blood pressure to the limits and drive spectators into a frenzy!  
In this high scoring game killer bugs roam the top floors. Stay alive by clinging to the ceiling whilst they pass beneath, but you cannot seek refuge on that square again. BUNGE a Bug and gain 50 points, but he may return for his revenge - a vicious ritual followed by your paralysis and death! WATCH the Bugs go hopping mad when target scores give you the services of a Masterer.  
Fantastic graphics and sound.

**TI 99/4A Ext. Basic  
TANK BATTLE**  
by Tony Frampton  
Can you hold back a relentless army of tanks, sometimes in convoy but often slipping in under the cover of their barrage of gunfire as they try to penetrate your anti tank barriers? Manoeuvre your tank controlling its gun barrel for accurate range. WATCH your salvos disintegrate the enemy BUT BEWARE the deadly return fire. Realistic graphics and sound. Five skill levels - strategy to desperation.

**TI 99/4A Ext. Basic  
SPECIAL MISSION**  
by Tony Frampton  
TOP SECRET - save the world from destruction - HOW? WHY? WHEN?  
Your mission starts in a large briefing room; there is a door to the East. You can see a blood stained envelope and a cold strong box, you are carrying nothing at all! TIME is running out - the robots have been activated - WHAT ARE YOU GOING TO DO? Only a T.I. trained special adventure agent has a chance of saving millions from annihilation.

## NEW

**DRAGON 32K  
SEARCHWORD**  
by Ian A. Macey  
A WORD PUZZLER'S PARADISE! CREATE your own word puzzles by the thousand.  
An irresistible game for word puzzle enthusiasts, this program offers endless permutations. The computer will accept any list of words containing from 3 to 12 letters and conceal them within a letter grid until the player identifies them by giving the correct start position co-ordinates and direction. Program also includes two demonstration files and word save facility. Hours of enjoyment for one or more players.

To: Temptation Software Ltd.,  
27 Cinque Ports St.,  
Rye, E. Sussex.

**GAMES** ★  
**£5.95**  
1st Class  
postage and packing  
and our unique lifetime  
replacement guarantee  
Overseas add £1.00  
to each Game

Dealer/Trade enquiries  
& New programmes welcomed  
phone Dave Clements  
(07974) 2225

Name \_\_\_\_\_  
Address \_\_\_\_\_  
Postcode \_\_\_\_\_  
Game \_\_\_\_\_  
Computer \_\_\_\_\_  
I enclose cheque, p.p.o. for £ \_\_\_\_\_



# MR CHIP SOFTWARE

## SPECTRUM GAMES

### SPECTRUM DARTS (48K)

Five games of darts for 1-5 players, 501, Cricket, Killer, Round the board, Noughts and Crosses, four levels of play per game, take on the computer or friends at these games of skill and judgement ..... £5.50

### WHEELER DEALER

As for the Commodore 64, but now available for the 48K Spectrum, Texas T.I.99/4A and Dragon ..... £5.50

## VIC 20 GAMES AND UTILITIES

### JACKPOT

This is it, the ultimate Fruit Machine for the VIC with nudge, hold and respin 100% machine code. "Overall Jackpot is a beautifully written simulation giving superb graphics, animation and use of colour. In fact, this program makes Commodore's Fruit Machine cartridge look unbelievably cheap and nasty." Home Computing Weekly No. 20 19/7/83 ..... £5.50

### KWAZY KWAKS

Accuracy and speed are required for this Shooting Gallery, superb use of colour and graphics in this new and challenging game from the author of **Jackpot**. 100% machine code, joystick or keyboard control ..... £5.50

### PACMANIA

Choose your own game from the following options — difficulty 1-3, speed 1-3, size of maze 1-3, visible or invisible maze, still or moving power pills, define your own key controls, any combination, if this is your type of game, then this is the one for you, for the 3K expand. VIC £5.50

### BUGSY (Joystick Only)

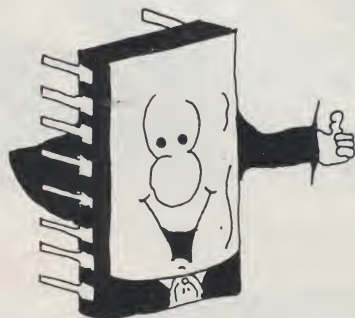
This is a Minefield with a difference as you step on the stones whilst collecting purple boxes which give you both time and points, they disappear from beneath your feet. DO NOT DESPAIR! "BUGSY" will randomly replace the stones but avoid bumping into him or its sudden death! An original compulsive and challenging game. .... £5.50

### MINI-ROULETTE — PONTOON — HI-LOW

Three great games of chance for the VIC, try to beat the computer, hours of fun, full colour, sound effects and tunes ..... £5.50

**DATABASE**— create your own files and records on tape ..... £7.50

**SUPER BANK MANAGER**— A full feature version, any memory size, but needs 3K expansion ..... £7.50



## COMMODORE 64

### GAMES AND UTILITIES

**JACKPOT 64:** At last its here, specially written for the 64, by the author of "JACKPOT" the ultimate Fruit Machine program for the VIC ..... £5.50 (available from 1st Nov.)

### WESTMINSTER

A game for up to four players, can you lead the party of your choice and win the general election, you tour the 60 constituencies (seats) buying votes, when you can, (just like the real thing), this must be one of the first board type games specifically written for the computer. Why play on your own, have fun with your family and friends playing WESTMINSTER ..... £5.50

**RED ALERT:** A game for 1-4 players, with sound and graphics, make money in casinos, commit robbery, hide from the police, hire secret agents, (some of whom can be treacherous), negotiate for weapons, find and attack the secret rocket base to launch the missile, and watch the havoc and destruction caused. There's no turning back from "RED ALERT" (available from 1st Nov) ... £5.50

### WHEELER DEALER

A game for two to twenty players, become a tycoon of the motor trade, you must obtain gearboxes, tyres and engines to produce cars for sale. Form syndicates, buy and exchange parts, buy dealerships, but be careful, you may become bankrupt and have to liquidate, find out what you are made of, have you got what it takes to become a WHEELER DEALER ..... £5.50

### LUNAR RESCUE

Our new version, avoid the asteroid belt, to rescue the stranded scientists, then fight your way back to the mother ship, fast reactions are required to safely land and dock your lunar module ..... £5.50

**CHIPMON:** Contains a one- or two-pass Assembler, Disassembler and Monitor. A programming aid for the development of machine code programs and routines on the CBM 64. .... £12.50

**BANK MANAGER** — As our Super Bank Manager, but for the 64 ..... £7.50  
Now available on disc with added facilities ..... £10.00  
Full documentation with all utility programs.

**PURCHASE LEDGER:** Easy to use, single entry, handles 300 invoices per month, Gross/Nett purchases, V.A.T.

..... £14.50  
Disk Version ..... £17.00  
(available from 1st Nov.)

**SALES LEDGER:** As above ..... £14.50  
Disk ..... £17.50

Other software available for the VIC and Commodore 64, send large S.A.E. for free colour brochure, including RABBIT SOFTWARE at £5.00 each.

Send Cheques/PO's to:



## MR. CHIP SOFTWARE

Dept CVG, 1 NEVILLE PLACE,  
LLANDUDNO,  
GWYNEDD LL30 3BL. Tel: 0492 49747

Wanted: High quality software,  
of all types, for export and UK distribution  
All programs now available on disc please allow  
£2.50 extra.

**DEALER ENQUIRIES WELCOME**



# WHAT EVER THE HARDWARE...



## WE'VE GOT THE SOFTWARE (WELL ALMOST!)



**SNOOKER £8.95**

ZX SPECTRUM VS 03-16  
BBC MODEL B VB 01-32  
VIC 20 3K VV 01-03  
COMMODORE 64 VC 01-64  
ELECTRON VE 01-32



**SHEER PANIC £5.95**

ZX SPECTRUM VS 02-16



**PITMAN SEVEN £6.95**

ZX SPECTRUM VS 01-48



**RAPEDES £5.95**

ZX SPECTRUM VS 4-16



**STAR WARRIOR £6.95**

ZX SPECTRUM VS 05-16



**DARE DEVIL DENNIS £7.95**

BBC MODEL B VB 03-32  
ELECTRON VE 02-32



**PENGI £7.95**

BBC MODEL B VB 04-32  
ELECTRON VE 03-32



**ARCTURUS £6.95**

ZX SPECTRUM VS 10-48



**ARMAGEDDON £9.95**

COMMODORE 64 VC 05-64



**1994 £9.95**

(10 YEARS AFTER)  
ZX SPECTRUM VS 07-48



**GUSHER £9.95**

COMMODORE 64 VC 05-64



**BANANA DRAMA £9.85**

COMMODORE 64 VC 06-64

FANS PLEASE NOTE! ALSO AVAILABLE MAIL ORDER  
FROM VISIONS (SOFTWARE FACTORY) LTD  
1 FELGATE MEWS, STUDBLAND STREET, LONDON W6 9DT

*Visions*

THE NAME IN VIDEO GAMES

Visions (Software Factory) Limited software is available from: Boots Centre Soft Currys (selected stores) Ferranti and Davenport Greens Laskys  
Lightning dealers Makro Menzies Prism dealers Record Fayre Rumbelows Software City Spectrum dealers SupaSnapS (selected stores) Tesco





# SKIER

BY MARK VASEY

RUNS ON A

VIC-20 IN 3.5k

Illustration: Terry Rogers

```

1 PRINT"Q"
2 PRINT"*****SKIER*****"
3 PRINT"* BY MARK VASEY*"
4 PRINT"*****"
5 PRINT"Z=LEFT":PRINT"C=RIGHT"
7 PRINT"PLEASE WAIT"
10 POKE51,255:POKE52,27:POKE55,255:POKE
    56,27
20 FORI=0TO511
30 POKE7168+I,PEEK(32768+I):NEXT
35 FORI=0TO46:READA
40 POKE7168+I+(N*8),A:NEXT
50 POKE36869,255
60 DATA24,60,90,153,60,90,153,24
70 DATA0,0,2,1,1,29,17,209
80 DATA24,24,30,26,18,16,25,254
90 DATA24,24,120,88,72,8,152,127
100 DATA24,153,219,189,153,24,90,231
110 DATA0,16,56,145,124,16,108,0
120 POKE36879,25:POKE36878,15

```

```

130 Z=7756:T=7:C=38476:W=36877:Q=36876:
    D=36878:H=0
131 PRINT"*****INSTRUCTIONS":PRINT"SKI
    DOWN SLOPE          AVOIDING:-"
132 PRINT"NO SPECTATORS"
133 PRINT"NO DEAD SKIERS"
134 PRINT"NO TREES":PRINT"MIT ALSO
    TURNS DARK AT 200 AND 300METRES"
135 GETA:IFA#0:""THEN137
136 GOTO135
137 PRINT"Q":FORR=135TO241:POKEQ,R:NEXT:
    POKEQ,0
138 FORU=0TO0
139 SC=SC+1:IFSC=22THENPRINT"*****
    *****"
140 T=T+4
141 POKEW,241
142 IFSC=200THENPOKE36879,8
143 IFSC=500THENPOKE36879,8
144 IFSC=670THENPOKE36879,25
150 IFT=0THEN T=1
160 IFT=8THEN T=7

```





Whoooooosh! Hi there. This ski-ing lark is good fun isn't it! Now, thanks to Mark Vasey, you won't even have to get out of your armchair to enjoy the thrills and spills of this most popular winter sport. All you have to do is ski down the mountainside avoiding fallen skiers, trees and spectators who have gathered at the edge of the track to laugh at you when you fall over.

After 200 metres down the slope night will fall and you'll have to use all your skills to stay upright! The same thing happens once you've managed to ski 670 metres down the slope. At the end of each game the distance you've managed to travel and your high score will be displayed. Full instructions are included in the program.

#### PROGRAM NOTES:

10-20: characters. 130-135: instructions. 137-160: ground movement. 200-230: man movement. 310-335: checks for collisions. 340-396: end routine.

```

170 PRINTTAB(T);"SEEDING"
180 POKEZ+X,22:POKEZ+X,32
200 IFPEEK(197)=33THENX=X-1:POKEZ+X,3
:Y=1:POKEZ,15
210 IFPEEK(197)=34THENX=X+1:POKEZ+X,2
:Y=1:POKEZ,15
211 GOTO310
220 POKEZ+X,4:POKEZ,8
230 POKEZ+X,6
235 FORP=1TO10:NEXTP
240 N=INT(RND(1)*22)+1
241 V=INT(RND(1)*2)+1
242 POKE38905-N,6-V
243 POKE8185-N,V-1
249 NEXTU
250 F=INT(RND(1)*3)+1
260 IFF=1THENH=1
270 IFF=2THENH=-1
280 IFF=3THENH=0
290 Q=INT(RND(1)*7)+1
300 GOTO138
310 IFPEEK(Z+X+22)=0THEN340

```

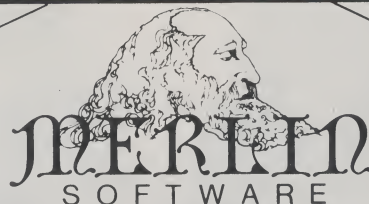
```

320 IFPEEK(Z+X+22)=5THEN350
330 IFPEEK(Z+X+22)=1THEN360
335 IFY=1THENY=0:GOTO230
336 GOTO220
340 PRINT"YOU RAN IN TO A TREE"
:GOTO370
350 PRINT"YOU RAN IN TO A
SPECTATOR":GOTO370
360 PRINT"YOU RAN IN TO
A DEAD MAN"
365 POKE36879,25
370 IFSCDHITHT=80
371 PRINT"YOU TRAVELLED "780
PRINT"METRES"
372 T=7:X=0:H=0
375 POKEW,0:FORP=241TO135STEP-1:POKEQ,P:
NEXT:POKEQ,0
376 PRINT"HIGH DISTANCE":HI
380 PRINT"ANOTHER GO? (Y/N)"
390 GETA$:IFA$="Y"THENS0=0:PRINT"Y":
GOTO138
395 IFA$="N"THENPRINT"BYE!":END
396 GOTO390

```

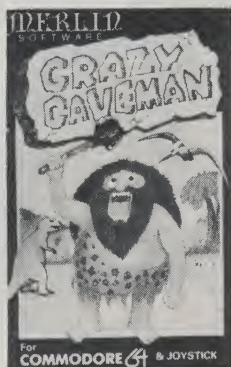


**DEALER ENQUIRIES  
PHONE  
(0438)  
316561**

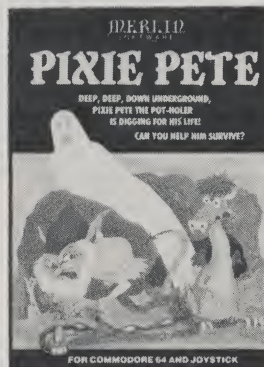


**NEW RELEASE  
for the 64!  
ORANGE  
SQUASH**

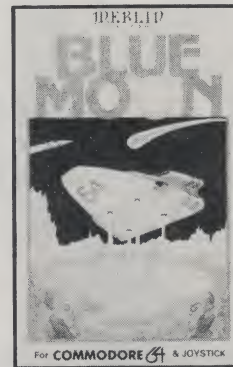
## 3 MAGICAL GAMES FOR THE 64



**CRAZY CAVEMAN** - Journey back to prehistoric times! A tribe of cave dwellers sends out a hunting party, but the men are scattered when they are ambushed by a huge sabre-toothed tiger! You are one of these hunters: a long way from shelter, you begin the hazardous trek home. On the way there are many dangers, like ROLLING ROCKS, DINOSAURS, DODOS AND PREHISTORIC BIRDS. **£6.50**



**PIXIE PETE** - Deep, deep down underground, PIXIE PETE the pot-holer is digging for his survival. You control this dauntless pixie, and must help him dig his own maze to escape from DESMOND THE DRAGON for as long as possible, but if he comes in range, quickly engage your HYDROLIC RAM PUMP to blow him up. If you manage to destroy DESMOND he will return to haunt you as GORGO THE GHOST who causes many problems for PETE. **£6.95**



**BLUE MOON** - You are the pilot of an intergalactic spacecraft. Your mission is to rescue a sister-ship and her crew who are trapped on a hostile planet and to return with them to the safety of the Blue Moon. However, journeying across the vastness of space there are many hazards to negotiate, such as the deadly BLUE BOUNCERS, COMETS, BELL BIRDS, DROIDS and TECOM ALIENS. **£6.50**

Top prices paid for quality **COMMODORE 64** programs

Games available from all good computer shops or direct from Merlin Software at the address below.

**MERLIN SOFTWARE, BUSINESS AND TECHNOLOGY CENTRE, BESSEMER DRIVE, STEVENAGE, HERTS. SG1 2DX**

**TELEPHONE (0438) 316561**



## SPECTRUM JOYSTICK INTERFACE

# £9.95

(TWO-YEAR GUARANTEE)

**FROM: RAM ELECTRONICS (FLEET) LTD (CVG), 106 Fleet Road, Fleet  
Hampshire GU13 8PA. (02514) 5858**

Send cheque or postal orders or ring with your Access or Visa card number

Enter quantity required in box

- ☐ Spectrum Joystick Interface @ **£9.95**
- ☐ Robust Joystick @ **£9.75**
- ☐ Quickshot Joystick @ **£11.95**
- ☐ Interface + Robust Joystick @ **£18.50**
- ☐ Interface + Quickshot Joystick @ **£19.95**
- ☐ Vic 20 standard 16K ram pack @ **£27.95**
- ☐ Vic 20 switched 16/3K ram pack @ **£34.95**
- ☐ Vic 20 switched 32/16/3K ram pack @ **£49.95**

**ALL PRICES INCLUDE VAT  
PLEASE ADD £1 p&p  
(OVERSEAS ORDERS £3)**

I enclose £ .....

Charge my Access/Visa £ .....

Name .....

Address .....

.....

.....

Joystick Interface and ram packs carry an unbeatable two-year guarantee

**TO: RAM ELECTRONICS (FLEET) LTD (CVG), 106 Fleet Road, Fleet, Hants GU13 8PA**  
(Credit card payment for goods by return post)





# HEWSON CONSULTANTS



## 3D SPACE WARS

Fast and furious action. Joystick or Key-board control. Locate the Seiddab on your galaxy scanner. Scour the star studded blackness for your first sight of the enemy. Track their course and react rapidly as they try to break away. Let them grow in your sights and punch the fire button as they come into range.

16K or 48K Spectrum.

**£5.95**

# 3D SPACE WARS



## 3D

# SEIDDAB ATTACK



Spectrum  
16 or 48K

**3D SEIDDAB  
ATTACK**  
HEWSON  
CONSULTANTS

The Seiddab have broken through the Earth's defenses and are attacking the cities. You are patrolling the city streets in the latest Knat Tank with its surface to air missiles.

Trundling along you observe the tell tale blips of the Seiddab as they appear on your scanner. They break formation and scatter across the city. Suddenly you catch sight of an alien craft swooping over the buildings to your right. He fires a plasma torpedo at your tank. You attempt to dodge but the missile finds its mark, shaking your tank and leaving a hole in the armour.

You unleash a missile and guide it accurately to the target. The Seiddab explodes and crashes from sight. You hunch over the controls once more, because this is only the beginning...

**£5.95**



This game incorporates moving 3D graphics of city buildings and alien craft. It gets progressively harder with two types of landscape. 3 lives, high score, player one and player two score.

We are on the lookout for high quality simulations for all the popular home computers. Top royalties paid. Send in your samples today for fast evaluation and prompt reply.

Selected Hewson Consultants software is available through John Menzies, larger branches of Boots, all leading micro computer retailers and software stockists.

If you have any difficulty obtaining these products locally, then mail order to HEWSON CONSULTANTS LTD., 60A, ST. MARY'S STREET, WALLINGFORD, OXON. OX10 0EL.



# Homegrown Soft

**Datasoft's  
ZAXXON and  
POOYAN £14.95**

CentreSoft breaks the U S Price Barrier!  
Our unique buying power allows CentreSoft dealers  
to sell many U S Classic Games at up to half  
normal price.  
Available at **BOOTS** and your local **CentreSoft**  
dealer NOW.

CentreSoft only sell the best! Whilst we're searching the World for excitement—we don't forget our own back-garden. Shown below is a colourful crop of British Software. Home Grown for Great British Fun!

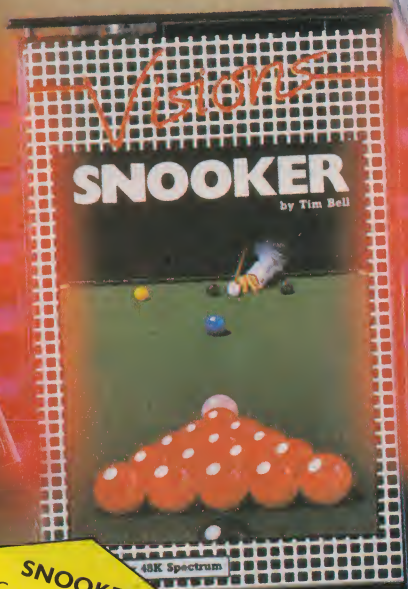
You can buy with total confidence from any of the CentreSoft retailers below, because we guarantee replacement—free of charge—on any faulty media.

If you haven't bought your own Home Computer System yet, all of the retailers shown carry a big choice of Hardware. Why not call in, for a quote, and a 'hands on' test run?



**PLAGUE/  
ALIEN DEMON**  
Vic 20

A great K-Tel Double Sider.  
Wipe out the plague—  
a creeping terror!  
Then...Find the Alien  
Demon before it gets you.



**SNOKER**

BBC—Com 64—Spectrum  
—Vic 20

Physical co-ordination,  
advanced geometry and  
applied mathematics—  
Yes, that's Snooker.



**THE  
HOBBIT**

Com 64—BBC—Spectrum  
—Oric

The ultimate in British Games:  
Danger, Excitement and  
Adventure. You know the  
story, now play the game.



**BLUE  
MOON**

Com 64  
You are the pilot of an inter-  
galactic spacecraft.  
You face unknown hazards as  
you cross the vastness of  
space.



**SENTINEL**  
BBC

You patrol the gate-ways to  
the anti-matter world of  
Migon.  
Watch out for laser beams!



**ROBIN  
TO THE RESCUE**

Com 64  
Rescue Marion in a British  
Classic!



# Software!



## Where to find your CentreSoft stockist:

### GAMES WORKSHOP LTD.

95 The Moor, Sheffield.  
(0742) 750114.  
41a Broad Walk, Broadmarsh  
Centre, Nottingham.  
(0602) 585744.  
162 Marsden Way,  
Arndale Centre, Manchester.  
(061) 832 6863.  
Unit 37, West Court,  
Birmingham Shopping Centre,  
Birmingham. (021) 632 4804.

### ENGLAND AVON

**Radford Hi-Fi Ltd.**  
52 Gloucester Road, Bristol.  
(0272) 428247.

### EAST ANGLIA

**Brainwave**  
24 Crown Street, Ipswich, Suffolk.  
(0473) 50965.

**Brainwave**  
51 Head Street, Colchester, Essex.  
(0473) 50965.

### GREATER LONDON

**Godfreys Computer Centre**  
28-32 East Walk, Basildon, Essex.  
(0268) 289379.

**Alpha Scan Ltd.**  
Chester House, Windsor End,  
Beaconsfield, Bucks. (0494) 671259.

**3D Computers**  
30 Station Road, Belmont,  
Surrey SM2 6BS. (01) 642 2534.

**3D Computers**  
11A Gunnersbury Avenue, Ealing,  
London W5 4BH. (01) 992 5855.

**Trionic**  
144 Station Road, Harrow.  
(01) 861 0036.

**Vision Store**  
3 Eden-Walk, Kingston-upon-  
Thames, Surrey. (01) 546 8974.

**Lion House (Software) Ltd.**  
Lion House, 227 Tottenham Court  
Road, London W1. (01) 637 3024.

**Galaxy Video**  
60 High Street, Maidstone, Kent.  
(0622) 679265.

**3D Computers**  
Unit 1, Heathfield, Stacey Bushes,  
Milton Keynes MK12 6HP.  
(0908) 31782.

**3D Computers**  
26 Stanley Road, Newbury,  
Berks RG14 7PB. (0635) 30047.

**3D Computers**  
Greystone Works, The Green,  
Croxtley Green, Rickmansworth,  
Herts WD3 3AJ. (0923) 779250.

**Silica Shop Ltd.**  
1-4 The Mews, Hatherley Road,  
Sidcup, Kent DA14 4DX.  
(01) 301 1111 or (01) 309 1111.

**Ace Software**  
94 Western Road, Southall,  
Middx UB2 5DZ. (01) 574 4098.

**Rams Computer Centre**  
117 Queensway, Bletchley, Bucks.  
(0908) 647744.

**Gatwick Computer Services**  
62 The Boulevard, Crawley,  
W. Sussex. (0293) 26240.

**Landau Electronics**  
(Sutton) Ltd.  
215 High Street, Sutton, Surrey.  
(0164) 35494.

**Vision Store**  
96-98 Northend, Croydon,  
Surrey CR0 1UD. (01) 681-7539.

**Computasolve**  
8 St Marks Hill, Surbiton, Surrey.  
(01) 390 5135.

**3D Computers**  
230 Tolworth Rise South, Tolworth,  
Surbiton, Surrey KT5 9NB.  
(01) 337 4317.

**Video City**  
45-47 Fishers Green Road,  
Stevenage, Herts. (0438) 53808.

**Datastore**  
Victoria Road, Hailsham, Sussex.  
(0328) 846777.

### Modata Computers Ltd

30 St Johns Road, Tonbridge Wells,  
Kent. (0892) 41555.

### The Advanced Technology Centre

207 Eltham High Street, Eltham,  
London. (01) 859 7696.

### Adams World of Software

190c Station Road, Edgware,  
Middlesex. 01-952 0451.

### NORTH EASTERN

**Photosave**  
18 Cheapside, Bradford DD1 4JA.  
(0274) 308598.

**Bass + Bligh**  
4 Lower Briggate, Leeds.  
(0532) 454451.

**The Computer Show**  
Unit 25 Handyside Arcade,  
Percy Street, Newcastle-upon-  
Tyne. (0632) 616260.

**York Computer Centre**  
7 Stonegate Arcade, York.  
(0904) 641862.

**Small Fry + Hobby**  
51-53 Kirkgate, Wakefield WF1 1HX.  
(0924) 360551.

**Just Micro**  
22 Carver Street, Sheffield.  
(0742) 752732.

**Com-Tech**  
6 Eastgate, Barnsley. (0226) 46972.

**The Soft Centre**  
8 Queensgate, Waterdale Centre,  
Doncaster. (0302) 20088.

**The Compushop**  
10 Newgate Centre, Newcastle-  
Upon-Tyne. (0632) 618673.

**NORTH WESTERN**

**The Atari Center**  
Home Entertainment Ltd.,  
13 Miller Arcade, Preston, Lancs.  
(0772) 562707.

**Home Computers**  
234 Church Street, Blackpool.  
(0253) 22340.

**Cleartone Hi-Fi**  
156-158 Blackburn Road, Bolton,  
Lancs. (0204) 31423.

**Chester Software Centre**  
49-51 Book Street, Chester.  
(0244) 310015.

**Microspot**  
15 Moorfield, Liverpool.  
(051) 236 6628.

**Camera + Computer Centre**  
118 Mill Street, Macclesfield,  
Cheshire. (0625) 27468.

**Gemini Electronics**  
50 Newton Street, Piccadilly,  
Manchester. (061) 236 3083.

**Channel 8 Software**  
51 Fishergate, Preston. (0772) 53057.

**Wildings Computer Centre**  
111 Bridge Street, Warrington,  
Cheshire. (0925) 38290.

**Wildings Computer Centre**  
11 Mesnes Street, Wigan.  
(0942) 44382.

**Micro Workshop**  
273 Moston Lane, Moston,  
Manchester. (061) 205 4974.

**Computer Link**  
21 St. Werburgh Street, Chester.  
(0244) 316516.

**MIDLANDS**

**The Atari Center**  
Home Entertainment Ltd.,  
212-213 Broad Street,  
Birmingham. (021) 643 9100.

**Computer Plus**  
2 Church Lane, Banbury, Oxon.  
(0295) 55890.

**Calisto Computers**  
119 John Bright Street, Birmingham.  
(021) 632 6458.

**C.T. Electronics**  
2 The Spot, Derby. (0332) 360456.

**Gordon Harwood**  
69-71 High Street, Alfreton,  
Derbyshire. (0773) 832078.

**Mays Hi-Fi**  
57 Churchgate, Leicester.  
(0533) 22212.

**Movies Computer Centre**  
5 Church Street, Melton, Mowbray,  
Leicester. (0664) 61169.

**Vista Video**  
50 Friar Lane, Nottingham  
NG1 6DQ. (0602) 418400.

**Foxs Computer Centre**  
38-40 Upper Parliament Street,  
Nottingham. (0602) 410926.

**Carvels**  
3-7 Bank Street, Rugby CV21 2QE.  
(0788) 65275.

**Greens**  
23 Market Way, Coventry,  
West Midlands. (0203) 28342.

**Arnolds (Corby)**  
45 Corporation Street, Corby,  
Northants. (05366) 3645.

**The Gamekeeper**  
Grand Fare, 224 High Street,  
Erdington, Birmingham.  
(021) 384 6108.

**The Playpen**  
6 Market Street, Hay-on-Wye,  
Hereford. (0497) 820129.

**Vision on Video**  
255a High Street, Erdington,  
Birmingham. (021) 373 9383.

**SOUTHERN**

**Computerstore Ltd.**  
9-11 Richmond Hill, Bournemouth  
BH2 6HE. (0202) 296963.

**Gamer**  
24 Gloucester Road, Brighton.  
(0273) 698424.

**Canterbury Software**  
9 The Friars, Canterbury CT1 2AS.  
(0227) 53531.

**Efficient Chips**  
40 The Market Place, Chippenham,  
Wiltshire. (0249) 654321.

**G-B Microland**  
7 Queens Parade, London Road,  
Waterloo, Portsmouth.  
(07014) 59911.

**Microchips**  
27 Bedford Place, Southampton.  
(0703) 38899.

**Microchips**  
46-48 St Georges Street,  
Winchester. (0962) 68085.

**SCOTLAND**

**The Silicon Centre**  
6-7 Antigua Street, Edinburgh,  
(031) 557 4546.

**Livingston Computer Centre**  
17 The Mall, Craigshill Shopping  
Centre, Livingston. (0506) 36978.

**WALES**

**Hi-Fi Western Ltd.**  
48 Cambrian Road, Newport,  
Gwent. (0633) 62790.

**Clywd Personal Computers**  
Unit 19, Daniel Owen Precinct,  
Mold. (0352) 56842.

**G P Video**  
St Georges Crescent, Wrexham.  
(0978) 264451.

**CHANNEL ISLANDS**

**Audio + Computer Centre**  
7 Peter Street, St Helier, Jersey.  
(0534) 74000.



# CentreSoft

**DEALERS!** - for information on how to become a CentreSoft stockist: Write to: CentreSoft Ltd., CentreSoft House, Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH TEL: 021-520 7591



# ALIEN ATTACK

*Earth is under attack! Not again, I hear you groan. Well it is, and it's up to you to stop moaning and get out there and fight those irritating aliens who keep causing so much trouble around the galaxy. Your city is defended by three laser bases — these are activated by pressing the "1", "2" and "3" keys. To kill the invaders, you must position your sight on target and fire away in a similar fashion to that arcade favourite, Missile Command. Your city is also protected by a force-field — which is gradually worn down by alien fire. If they manage to get through the force field and reach the city then you'll be destroyed!*

*A new force field is generated after every third wave of alien attackers has been destroyed. Also after every third wave, the speed and numbers of aliens increase — but you do get bonus points for every three waves you manage to wipe out. Full instructions are included in the program.*

**RUNS ON A DRAGON 32**

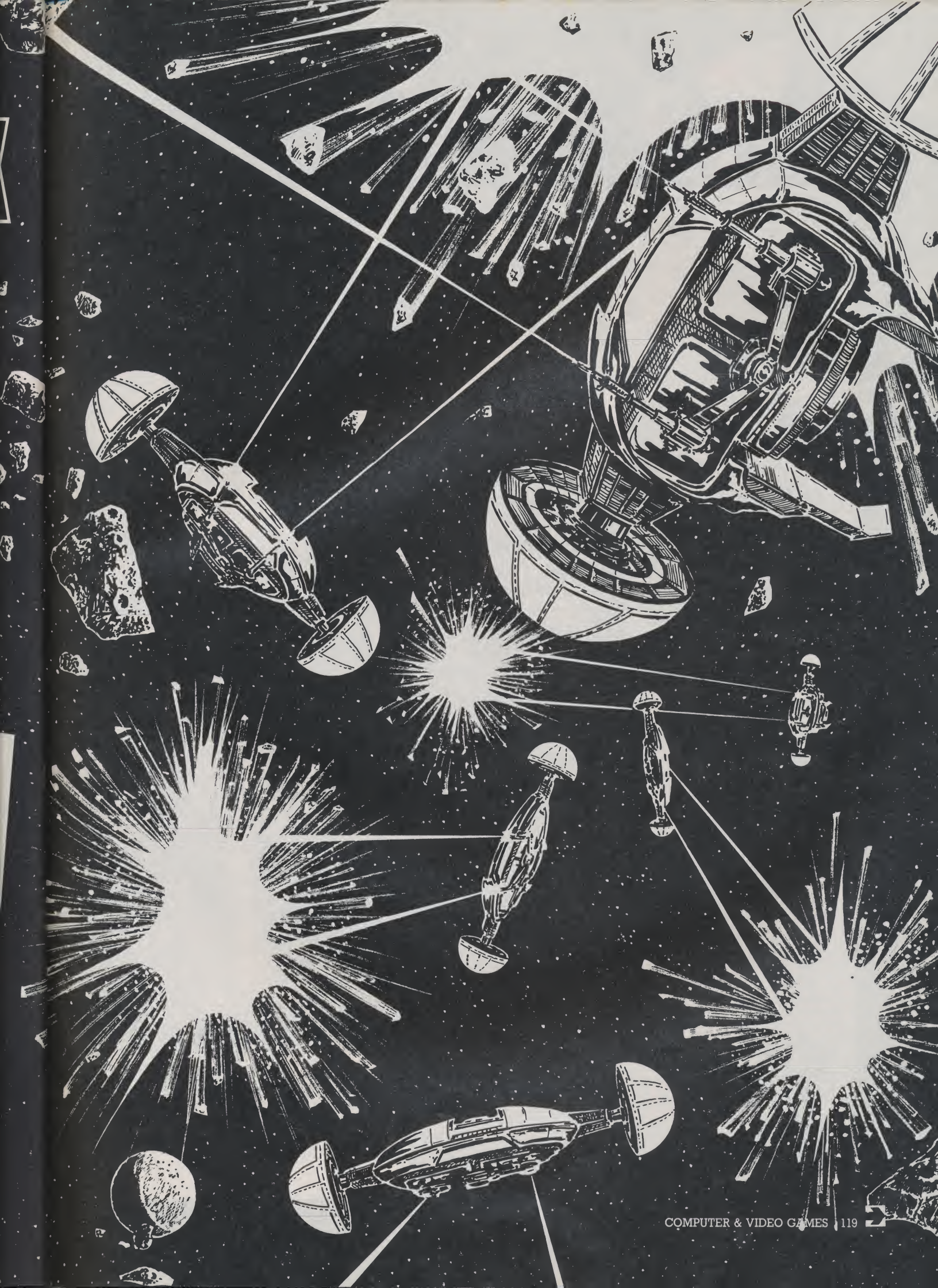
**BY IAN MATHER**

```

1 REM****ALIEN****ATTACK****
2 REM**BY**IAN**MATHER**
5 GOSUB7000
10 DIMA(2,2),B(2,2):PLAY"T255V31":HS=199:REM**BY**ME**
20 PMODE3,1:SCREEN1,0:COLOR4,3:PCLS
30 LINE(0,179)-(255,192),PSET,BF
40 FORN=30TO226STEP98
50 DRAW"BM"+STR$(N)+",169M+8,+9L16M+8,-9":PAINT(N,172),4,4:NEXT
60 DRAW"C2BM0,169R255"
70 FORN=0TO255STEP6:PRESET(N,169):NEXT
80 DRAW"BM10,188R4U2L4U2R4BR4NR4D4R4U4R4D4HL4BR4U4R4D1M-2,+1M+2,+1D1BR4NR4U2N
R2U2R4;C1BM100,188U4D2R4U2D4BR4R4L2U4L2R4C2;BM180,188R4U2L4U2R4BD4BR4U4D2R4U2D
4BR4R4L2U4L2R4BD4BR4NR4U2NR2U2R4BD4BR4U4R4R2M+2,+1D2M-2,+1
90 A$(0)="R4U4L4D4R4":A$(1)="BR4U4D4BR2":A$(2)="NR4U2R4U2L4BM+4,+4":A$(3)="R4U2N
L2U2L4BM+4,+4":A$(4)="BR4U2NU2L4U2BM+4,+4":A$(5)="R4U2L4U2R4BD4":A$(6)="R4U2L4D1
U3R4BD4":A$(7)="BR4U4L4BM+4,+4":A$(8)="R4U4L4D3U1R4D2":A$(9)="R4U4L4D2R4D2"
95 GOSUB6010
100 DRAW"C1BM0,7M+2,-1UR2D6NM+2,+1U1R2U4L6D4":PSET(2,2,3):PSET(4,2,3):SC=0:B=1
110 GET(0,0)-(7,7),A
120 DRAW"C2BM0,8BR2D7R2U7D3R2L6D1R6
130 GET(0,8)-(7,16),B
140 LINE(0,0)-(20,20),PRESET,BF
145 POKE65494,0:X=16:Y=10:ME=4:RR=9:W=0
150 IFB>5THENB=5
153 C(1)=B*2:C(2)=B*2:C(3)=B*2:IFME>9THENME=9
156 COLOR4,3:LINE(232,188)-(240,180),PSET,BF:COLOR2,3
160 FOR=1TO3:COLOR4,3:LINE((T-1)*98+26,178)-(T-1)*98+32,174),PSET,BF:COLOR2,3
DRAW"BM"+STR$(T-1)*98+26,178)+A$(B*2):NEXTT
170 FORN=1TO100:PSET(RND(255),RND(160),2):NEXTT
180 FOR=1TO5:L(T)=RND(12)+10:M(T)=RND(3):O(T)=L(T):F(T)=0:NEXT
190 PUT(X*8,Y*8)-(X*8+7,Y*8+7),B
200 FOR=1TORR:IFPEEK(341)=223ANDY>0THENY=Y-1:GOSUB1000:LINE(X*8,(Y+1)*8)-(X*8+7
,(Y+1)*8+8),PRESET,BF

```







```

220 IFPEEK(342)=223ANDY<20THENY=Y+1:GOSUB1000:LINE(X*8,(Y-1)*8)-(X*8+7,(Y-1)*8+7),PRESET,BF
240 IFPEEK(343)=223ANDX>0THENX=X-1:GOSUB1000:LINE((X+1)*8,Y*8)-((X+1)*8+7,Y*8+7),PRESET,BF
260 IFPEEK(344)=223ANDX<31THENX=X+1:GOSUB1000:LINE((X-1)*8,Y*8)-((X-1)*8+7,Y*8+7),PRESET,BF
280 A=VAL(INKEY$):IFA(10RA)>3THEN450
300 IFD(A)<1THEN460
320 U=(A-1)*98+30
340 LINE(U,167)-(X*8+3,Y*8+4),PSET
360 D(A)=D(A)-1
380 COLOR4,3:LINE(U-4,178)-(U+4,172),PSET,BF:COLOR2,3
400 DRAW"BM"+STR$(U-4)+",178"+A$(D(A))
420 SOUND235,3
425 FORJ=1TOB
427 IFF(J)=1THEN435
430 IFX=Q(J)ANDY=R(J)THEN2000
435 NEXT
440 LINE(U,167)-(X*8+3,Y*8+4),PRESET
450 NEXT
460 FORT=1TOB:IFF(T)=1THEN490ELSEPUT(L(T)*8,M(T)*8)-(L(T)*8+7,M(T)*8+7),A
464 LINE(Q(T)*8,R(T)*8)-(Q(T)*8+7,R(T)*8+7),PRESET,BF
465 Q(T)=L(T):R(T)=M(T)
470 M(T)=M(T)+1:L(T)=L(T)+INT(RND(0)*2-RND(0))
480 IFM(T)=21THEN3000
490 NEXTT
500 IFF(1)+F(2)+F(3)+F(4)+F(5)=B THEN5000
900 GOTO200
1000 PUT(X*8,Y*8)-(X*8+7,Y*8+8),B:RETURN
2000 F(J)=1:COLOR4,3:LINE(Q(J)*8,R(J)*8)-(Q(J)*8+7,R(J)*8+7),PSET,BF:PLAY"01ABCD
EFABCE":SC=SC+RND(10):GOSUB4000:COLOR2,3:PUT(X*8,Y*8)-(X*8+7,Y*8+7),B:GOTO440
3000 SCREEN1,1:PLAY"02ABCDEF03ABCDEF04ABCDEF"
3005 COLOR4,3:LINE(232,188)-(240,188),PSET,BF:COLOR2,3:DRAW"BM232,188"+A$(ME-1)
3010 F(T)=1:ME=ME-1:IFME<1THEN6000
3015 LINE(Q(T)*8,R(T)*8)-(Q(T)*8+7,R(T)*8+7),PRESET,BF:SCREEN1,0:GOTO490
4000 A$=STR$(SC):COLOR4,3:LINE(60,188)-(94,188),PSET,BF:COLOR2,3:DRAW"BM60,188":
FORE=2TOLEN(A$):DRAW A$(VAL(MID$(A$,E,1))+"BR4"):NEXT:RETURN
5000 W=W+1:POKE65495,0
5010 POKE65493,0:IFRR>4ANDW>1THENRR=RR-.5
5020 IFW/3=INT(W/3)THENFORN=1TO10:SC=SC+RND(W):SOUND100,1:GOSUB4000:NEXT:B=B+1:POKE65494,0:FORN=1TO31STEP3:FORNN=1TO10STEP2:PLAY"02V"+STR$(N)+";"+STR$(NN):NEXTN,N:POKE65495,0:ME=ME+1:GOTO150ELSE100
6000 SCREEN1,0:FORN=1TO4000:NEXT
6004 IFSC>HS THENHS=SC
6005 IFINKEY$=""THEN6005ELSE20
6010 A$=STR$(HS):COLOR4,3:LINE(118,182)-(158,188),PSET,BF:COLOR1,3:DRAW"BM120,188":FORE=2TOLEN(A$):DRAW$(VAL(MID$(A$,E,1))+"BR4"):NEXT:COLOR2,3:RETURN
7000 CLS:PRINT:PRINT"alien attack"
7010 PRINT:PRINT" EARTH IS UNDER ATTACK AND IT IS UP TO YOU TO STOP THE ALIENS. YOUR CITY CAN BE DEFENDED BY 3 LAZER BASES .WHICH ARE FIRED BY PRESSING THE '1','2'OR'3' KEY."
7020 PRINT" TO KILL THE INVADERS YOU MUST POSITION THE SIGHT ON TARGET AND FIRE ONE OF THE LAZERS."
7030 PRINT:PRINT" PRESS ANY KEY TO CONTINUE"
7035 SCREEN0,1
7040 IFINKEY$=""THEN7040
7050 CLS:PRINT:PRINT" IF THE ALIENS REACH THE GROUND THEY WILL BE STOPPED BY A FORCEFIELD(IF THERE IS ONE). EVERY 3 WAVES OF ALIEN A NEW SHIELD IS GENERATED"
7060 PRINT" IF THERE IS NO FORCEFIELD THEN YOU AND YOUR CITY WILL BE DESTROYED. TO MAKE THINGS WORSE FOR YOU THE NUMBER AND SPEED OF THE ALIENS WILL INCREASE. EVERY 3 WAVES BONUS POINTS WILL BE AWARDED"
7070 PRINT" press any key to start"
7075 SCREEN0,1
7080 IFINKEY$=""THEN7080
7090 RETURN

```



# We're not quite sure whether the World's ready for these games . . . but we've released them just the same.



DRAGON 32

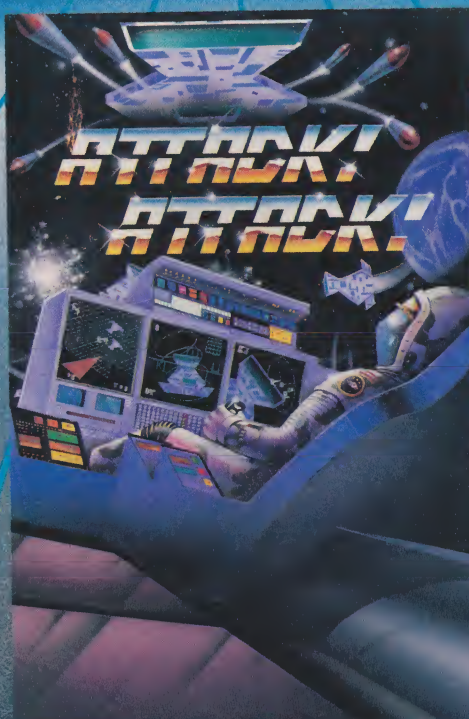
The Marcon Empire have invaded Earth and enslaved the population. An endless stream of stellafreighters now plunder the earth's mineral wealth, draining its very lifeblood of the planet.

A small band of freedom fighters are still operating from an abandoned spinning station on the Moon, one of them is you.

As you set out from your secret base your first objective is to manoeuvre through the barrier of lethal space mines to one of the enemy recharging stations to recharge your neutronium lasers; then you will be able to carry on with your mission of destroying the marauding stellafreighters.

There is rumour of a Marcon munition station near by, heavily defended by missiles. If only you could locate and plunder it your heroic band of avengers would then have enough fire power to strike a massive blow for freedom . . . or die in the attempt . . .

Avenger is for the Dragon 32.



Tension mounts as your Stratofighter enters the patrol area. Enemy Skyfreight Convoys are increasing as their need for freedom One grows in the arms race against you.

Your raydon missile sight picks up an enemy convoy entering your quadrant. You select hyperdrive and are slammed back in your seat. Fingers hover over firing buttons as enemy fighters peel away from the convoy to engage you. As your epic battle begins the enemy Skyfreighters unleash wave after wave of air to air missiles against you. The battle rages on and your will to survive and determination to win increases. The convoy must be destroyed; your people are depending on you.

Night falls and glaring explosions fill the sky; don't let your concentration wander, if the convoy gets through your people are doomed, you must succeed; you must.

Attack Attack is for the Commodore 64.



Your mission: destroy the Etron rocket base on the planet Hagon.

Flying the most sophisticated space fighter yet conceived you know that if your mission fails the awesome Etron rocket attacks will destroy your galaxy.

Entering the fearsome space tunnel, the first of Hagon's many sophisticated defence systems, every fibre of your being is filled with dread.

The Hagon fleet have been alerted and wave after wave of Astrofighters come hurtling toward you. As you battle your way to the end of the tunnel you begin to realise just how suicidal this mission could be.

Zooming through Hagon's defensive asteroid belt your concentration intensifies; you have only a fraction of a second to differentiate between asteroids, space mines and Etron rockets as they flash toward you.

Hugging the planet's surface, dodging defence poles and trying to deal with everything else the Hagon's throw at you, you remind yourself that the fate of an entire galaxy rests on the outcome of your mission; you must succeed . . . Quasar is for the Commodore 64.

Please supply the following games:

	No. of copies	I enclose a cheque/ P.O. payable to: Voyager Software
Avenger	<input type="checkbox"/>	
Quasar	<input type="checkbox"/>	
Attack Attack	<input type="checkbox"/>	for £.....

Name .....

Address .....

Voyager Software, Business Centre, Claughton Road,  
Birkenhead, Merseyside, L41 6ES. Tel: 051-647 8616.

Any of these games for just

**£5.99**  
each

including a lifetime  
guarantee and dispatch  
back to you by return of post

Trade enquiries welcome, ring  
Roy Butler on 051-647 8616 NOW!!

Voyager Software, Business Centre, Claughton Road,  
Birkenhead, Merseyside, L41 6ES. Telephone: 051-647 8616.



By Ian York

## SPACE JOUST

VIC 20 UNEXPANDED

Arcade action for the unexpanded VIC 20. Manoeuvre your space craft around the screen, avoiding waves of enemy space ships meanwhile trying to destroy them by landing on them from above, also can you destroy the pods before they return to destroy you. (Joystick only).

**£5.95**

ALSO AVAILABLE

MANIC MINER	48K SPECTRUM
JET SET WILLY	48K SPECTRUM
OMETRON	48K SPECTRUM
ORION	48K SPECTRUM
PUSH OFF	16/48K SPECTRUM
THRUSTA	16/48K SPECTRUM
SPACE SWARM	UNEXP. VIC 20

**ALL £5.95 EACH**

CRAZY BALLOON	COMMODORE 64
MANIC MINER	COMMODORE 64
LEGION ADVENTURE	BBC

**ONLY £7.95**

# SOFTWARE PROJECTS

Bear Brand Complex,  
Allerton Rd., Woolton, Liverpool,  
Merseyside L25 7SF



# McKensie

By E. E. K.



## McKENSIE

48K SPECTRUM

An adventure for the 48K Spectrum. Answering distress calls from space stations can be very hazardous as you will find out. Lithium crystals, bandits, limited air supply all add to the ingredients of this exciting adventure.

£5.95

AVAILABLE AT SELECTED BRANCHES OF MENZIES

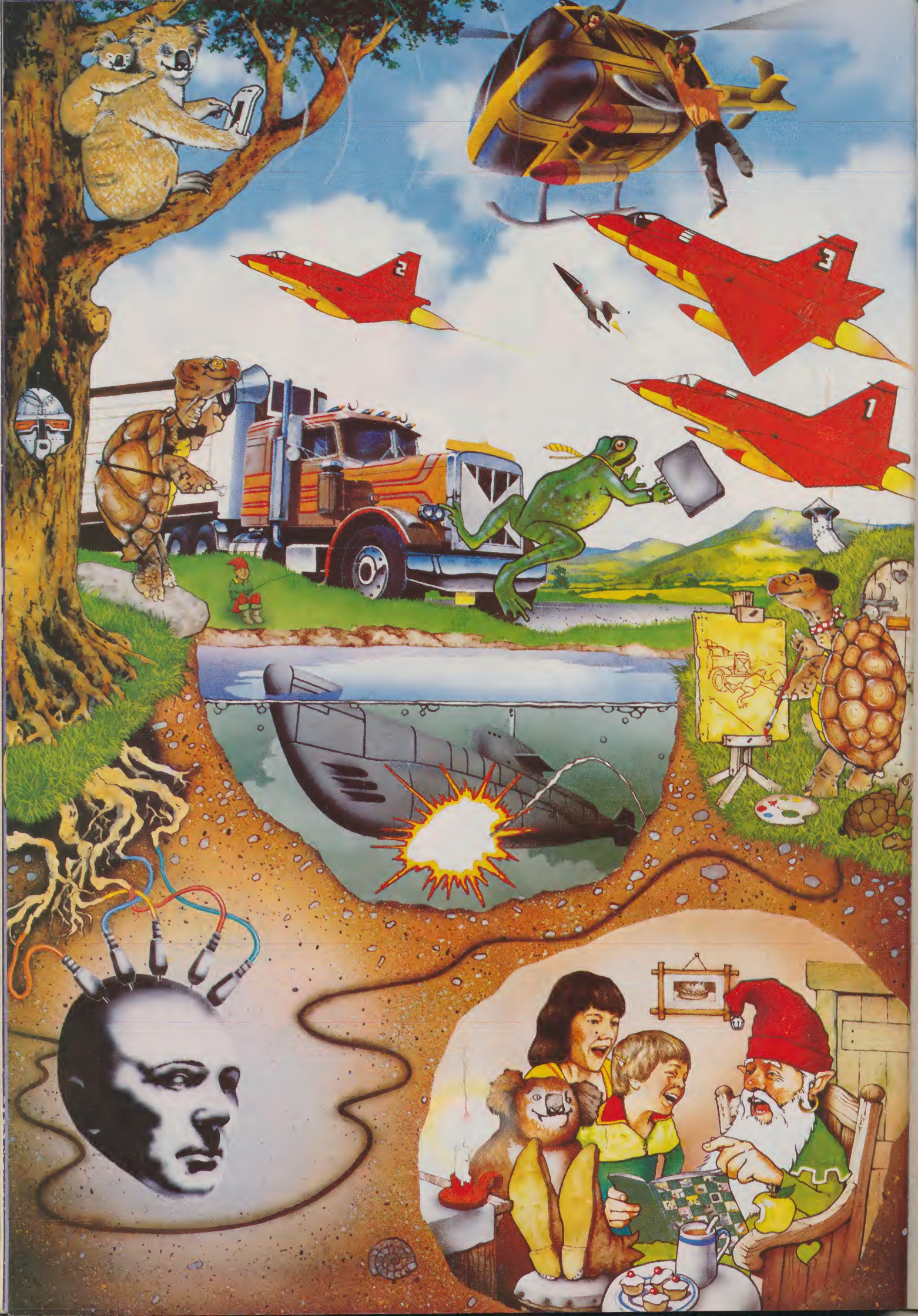
### DISTRIBUTORS CONTACT:

SOFTWARE PROJECTS,  
BEAR BRAND COMPLEX,  
ALLERTON ROAD,  
WOOLTON,  
LIVERPOOL L25 7SF  
051-428 7990

### DEALER ENQUIRIES TO:

TIGER DISTRIBUTION,  
4 VICTORIA ROAD,  
WIDNES,  
CHESHIRE  
051-420 8888







# Your wish is your command.

In another time, another world, not too far away from your own front room, you can be in command of...

1. **Zaxxon** by *Datasoft*.

You're the pilot. Climbing, diving, swooping in on an enemy fortress. A barrage of missiles and gunfire will try and stop you. Just when you think you're through, a powerful robot's lethal homing missile zaps you...or does it?

2. **Frogger** by *Sierra On-Line*.

Now you're a frog stranded a long way from home. A perilous journey awaits you. Once across the busy motorway, a surging river full of logs, turtles and alligators awaits. Better flex those Froggy leg-muscles though, the bank is steep, so look before you leap!

3. **KoalaPad Touch Tablet** by *Koala*.

You can't overfeed this Koala — he'll make his own menu selections. He'll also move game players, make musical notes, draw computer graphics and much more. The KoalaPad Touch Tablet is an accessory that'll enhance the capabilities of your home computer system.

4. **Sea Dragon**

by *Adventure International*.

Take a deep breath — you'll need it to navigate your sub through a labyrinthian underwater passage to free the menace of the imprisoned Sea Dragon. Mines, electrifying eels and lethal laser beams await you in this murky underwater world. You've limitless torpedoes, but limited air, so hurry!

5. **Turtle Graphics II** by *HesWare*.

This Turtle's about to paint the town red. Or green. Or blue with pink spots. By teaching him to paint, draw and colour he'll teach you, painlessly and enjoyably, the basics of computer programming — maths, logic, communications and more with over sixty commands. Ideal for children from six to sixty.

6. **Choplipter** by *Broderbund*.

Sixteen hostages are holed up in an inaccessible barracks. Only an ace chopper pilot can free them — you!

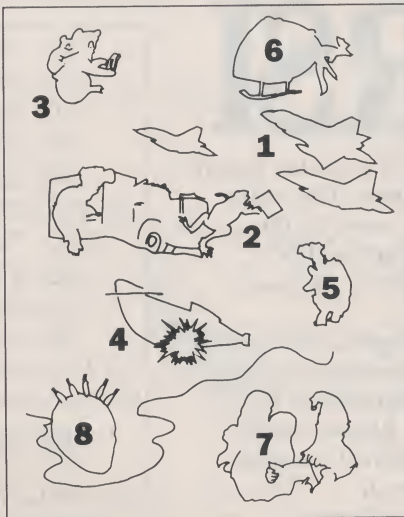
Watch out for the tanks, they'll crush anything. They're just for starters — fighter jets and the awesome homing air-mines are yet to come. Good luck... you'll need it!

7. **Kids and the Apple/Atari** by *Datamost*.

These books will teach you, simply, how to write your own programmes. Step-by-step instructions teach you how to create your own action, board and word games. Programme your finances or even learn another language — whatever you do, you'll get the most out of your home computer.

8. **Suspended** by *Infocom*.

20 miles beneath the earth's surface your brain is wired to a computer network. You'll strategically manipulate 6 robots to overcome a myriad of realistic and original problems as you try to maintain surface-side equilibrium. But don't worry, the end is in sight — you're only there for 500 years!



Phew, back to earth! Now beam yourself over to your local dealer and check out his software. He's got just about everything, we should know, we supply it.

## SOFTSEL<sup>TM</sup>

The number one source for software.  
In the world.

Beam yourself to:

Adv. Technology Centre London SE9 859 7696 • Andrews Teddington 977 4716 • Audio & Computer Centre Jersey 74000 • Channel 8 Software Preston 253 057  
Chester Software Centre Chester 431 0015 • Chromasonic Personal Computers London N19 263 9493 • Computerama Shrewsbury 60528, Stafford 41899, Stoke-on-Trent 268620  
Computer Link Chester 316516 • Davinci Computers Ltd London NW4 2022 272 • Devon Computers Ltd Paignton 526303 • Galaxy Video Ltd Maidstone 682575  
Gamer Brighton 698424 • Games Centre London W1 637 7911 • Games Workshop Ltd London NW10 965 3713 • G B Microland Waterlooville 459911  
Guernsey Computers Ltd Guernsey 28738 • Inkey Computer Serv. Ltd Aberdore Glamorgan 881828 • Microchips Southampton 38899, Winchester 68085  
Milton Keynes Music Leighton Buzzard 376622 • Pace Software Supplies Bradford 472 9306 • Percivals London E6 472 8941 • Pilot Software City London W1 636 2666  
Programs Unlimited London W1 487 3351 • Quodport Ltd Manchester 969 8729 • Silica Shop Ltd Sidcup 301 1111 • Silicon Chip Comps Weymouth 87592  
Silicon Chip Ltd Slough 70639 • Singleton Ltd Skipton 660 078 • Small Fry + Hobby Wakefield 436 0551 • Softalic Bristol 877245 • Software City Ltd 382 Kings Road London SW3  
The Atari Centre Birmingham 643 9100 • The Software Centre Birmingham 622 3289 • Vic Odens (Photic) Ltd London SE1 403 1988 • Video Palace London W1 637 0366  
Woodland Software London W1 960 4877 • York Computer Centre York 641862 • Available from all Spectrum Group Members and selected W H Smith-Home Computing Stores.



BY DAVID WATERFIELD

RUNS ON A BBC IN 32K

# REVERSI

Reversi, like chess, is one of the most popular board game conversions among micro owners. The rules for the Beeb version are exactly the same as the standard game — the difference is that in this version you are up against the computer and not a human opponent.

The rules of the game are very simple. You cannot place one of your pieces next to a counter of your own colour. Each player takes alternate turns to place a counter on the board. If any player can't move or doesn't wish to move for tactical reasons, the play can be passed to the opponent. The object of the game is trap a row of your opponent's counters between your pieces. If you succeed, all the pieces that have been captured change to your playing colour. The best winning tactic is to occupy as many of the corner squares as you can. This puts you in a powerful position, allowing you to attack the computer's pieces without endangering your own counters.

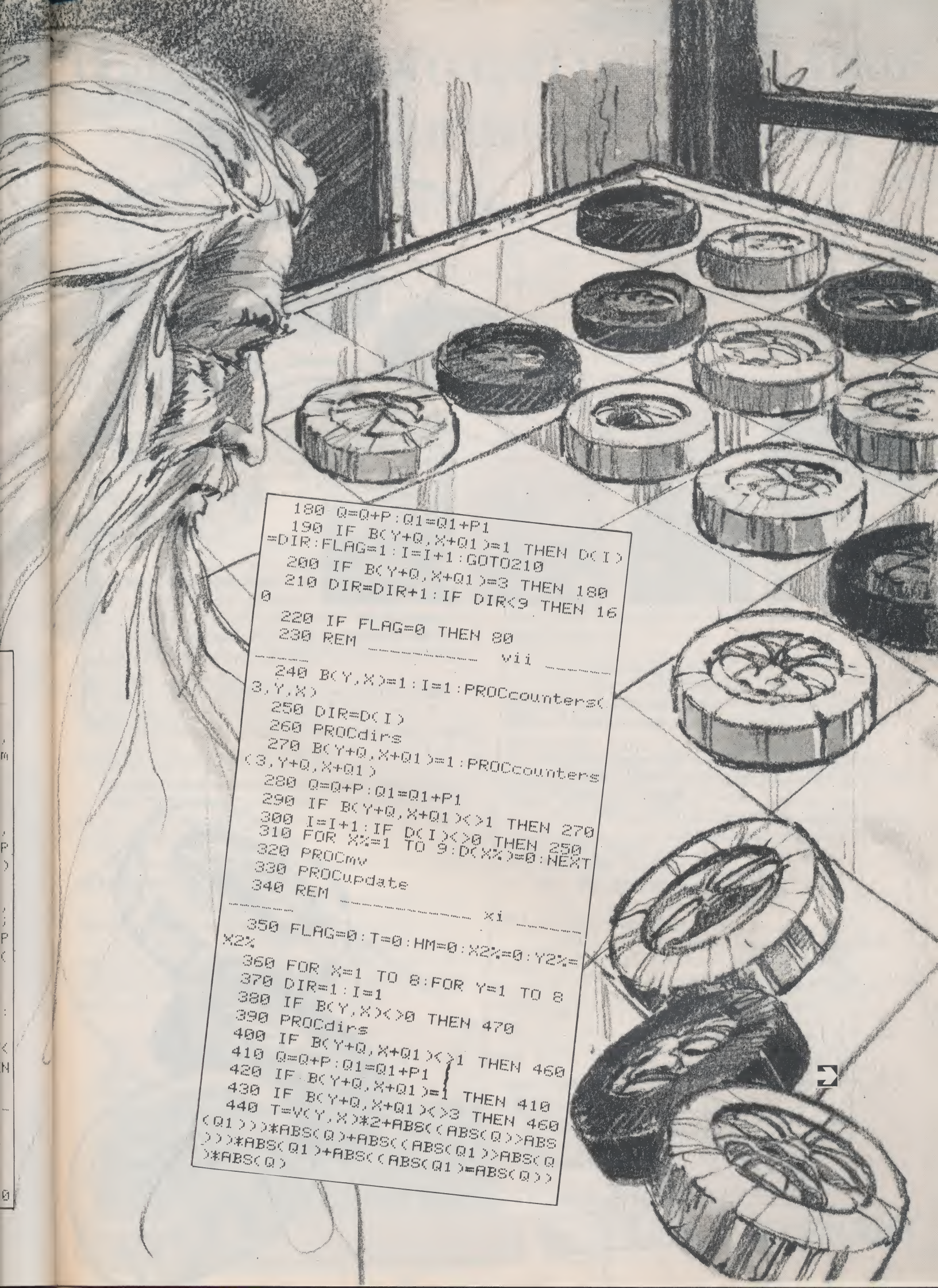
At the beginning of a game, you are given the option of moving first or allowing the computer to do so. To enter a move simply press the number of the square you wish to move — followed by the corresponding letter. Illegal moves will be rejected and if you cannot move you should enter "I".

At the end of a game, when the board is full or when neither player can move, the score is added up and the winner announced.

Illustration: John Davis

```
10 MODE 1: MV=4: PM%=0
20 PROC arrays
30 PROC board
40 PROC move
50 IF A$="n" THEN PRINTTAB(7,
29)SPC30;TAB(7,29)"";:PROC random
:GOTO 520
60 IF A$(">")"y" THEN 40
70 GOTO 90
80 PRINTTAB(8,29)SPC10;TAB(7,
29)"Move illegal !";:TX=TIME:REP
EATSOUND&11,-15,51-.25*(TIME-TX)
,1:UNTIL TIME-TX>200:FX15,1
90 PRINTTAB(0,29)SPC5;TAB(18,
29)SPC20;TAB(7,29)"Your move ?";
:Y$=GET$:PRINT;Y$;",";:X$=GET$:P
RINT;CHR$(ASC(X$)OR32);:Y=VAL(
Y$):X=(ASC(X$)OR32)-96
100 IF X=0 AND Y=0 THEN 90
110 IF X=9 AND Y=9 THEN PM%=1:
GOTO 350
120 IF X>8 OR X<1 OR Y>8 OR Y<
1 OR INT(X)<>X OR INT(Y)<>Y THEN
90
130 REM _____ vi _____
140 DIR=1:I=1:FLAG=0
150 IF B(Y,X)<>0 THEN 80
160 PROC dir$
170 IF B(Y+Q,X+Q1)<>3 THEN 210
```





```

180 Q=Q+P:Q1=Q1+P1
190 IF BCY+Q,X+Q1)=1 THEN D(I)
=DIR:FLAG=1:I=I+1:GOTO210
200 IF BCY+Q,X+Q1)=3 THEN 180
210 DIR=DIR+1:IF DIR<9 THEN 16
0
220 IF FLAG=0 THEN 80
230 REM

```

```

vii
240 BCY,X)=1:I=1:PROCcounters(
3,Y,X)
250 DIR=D(I)
260 PROCdirs
270 BCY+Q,X+Q1)=1:PROCcounters
(3,Y+Q,X+Q1)
280 Q=Q+P:Q1=Q1+P1
290 IF BCY+Q,X+Q1)<>1 THEN 270
300 I=I+1:IF D(I)<>0 THEN 250
310 FOR X2=1 TO 9:D(X2)=0:NEXT
320 PROCmv
330 PROCupdate
340 REM

```

```

xi
350 FLAG=0:T=0:HM=0:X2%=0:Y2%=
X2%
360 FOR X=1 TO 8:FOR Y=1 TO 8
370 DIR=1:I=1
380 IF BCY,X)<>0 THEN 470
390 PROCdirs
400 IF BCY+Q,X+Q1)<>1 THEN 460
410 Q=Q+P:Q1=Q1+P1
420 IF BCY+Q,X+Q1)=1 THEN 410
430 IF BCY+Q,X+Q1)<>3 THEN 460
440 T=V(Y,X)*2+ABS((ABS(Q)>ABS
(Q1)))>ABS(Q)+ABS((ABS(Q1)>ABS(Q
))>ABS(Q1)+ABS((ABS(Q1)=ABS(Q))
)>ABS(Q)

```



```

450 IF T>HM OR X=X2% AND Y=Y2%
THEN D(I)=DIR:I=I+1:D(I)=0:FLAG
=1:HM=T:X2%=X:Y2%=Y

```

```

460 DIR=DIR+1:IF DIR<9 THEN 39
0

```

```

470 NEXT:NEXT

```

```

480 IF FLAG=0 THEN PRINT TAB(7
,29)SPC(20);TAB(7,29)"I can't mo
ve ! ";T%=TIME:REPEATUNTILTIME-
T%>300:*FX15,1

```

```

490 IF FLAG=0 AND PM%=1 THEN P
ROCend ELSE PM%=0

```

```

500 IF FLAG=0 THEN 90

```

```

510 REM ----- xiii -----

```

```

520 PRINTTAB(17,29)SPC(10);TAB
(7,29)"My move ";Y2%;",";CHR$(X2
%+96);:Y=Y2%;X=X2%:*FX15,1

```

```

530 PROCcounters(1,Y,X):D%=INK
EY(150)

```

```

540 B(Y,X)=3:I=1:PROCcounters(
0,Y,X)

```

```

550 DIR=D(I)

```

```

560 PROCdins

```

```

570 B(Y+Q,X+Q1)=3:PROCcounters
(0,Y+Q,X+Q1)

```

```

580 Q=Q+P:Q1=Q1+P1

```

```

590 IF B(Y+Q,X+Q1)<>3 THEN 570

```

```

600 I=I+1:IF D(I)<>0 THEN 550

```

```

610 FORX%=1 TO 9:D(X%)=0:NEXT

```

```

620 PROCmv

```

```

630 *FX 15,1

```

```

640 GOTO90

```

```

650 REM -----

```

```

660 DEF PROCboard

```

```

670 VDU 19,13,6;0;19,2,2;0;:GC
OL 0,129:CLG:GCOL 0,2:COLOUR 129
:COLOUR 0:Y%=-1

```

```

680 IF RND(1)>.5 THEN 700
690 FOR X%=-1 TO 400 STEP 4:MO
VE 640-X%,562+Y%:DRAW 640+X%,562
+Y%:DRAW 640+X%,562-Y%:DRAW640-X
%,562-Y%:DRAW 640-X%,562+Y%:Y%=Y
%+4:NEXT:GOTO710

```

```

700 MOVE 240,162:MOVE 240,162:
PLOT 85,1040,162:PLOT 85,240,162
:PLOT 85,1040,962:PLOT 85,240,96
2

```

```

710 GCOL 0,0:FOR X%=240 TO 104
0 STEP 100:MOVE X%,962:DRAW X%,1
62:NEXT:FOR Y%=162 TO 962 STEP 1
00:MOVE 240,Y%:DRAW 1040,Y%:NEXT

```

```

720 A$="abcdefgh":VDU 5:FORX%=
1 TO 8:MOVE X%*100+170,1002:PRIN
T;MID$(A$,X%,1):MOVE 200,ABS(X%-
9)*100+122:PRINT;X%:NEXT:VDU 4

```

```

730 FOR X%=440 TO 840 STEP 400
:FOR Y%=362 TO 762 STEP 400:FOR
X1%=X%-5 TO X%+10:MOVE X1%,Y%+8:
DRAW X1%,Y%-7:NEXT:NEXT:NEXT

```

```

740 PROCcounters(3,4,4):PROCCo
unters(3,5,5):PROCcounters(0,4,5
):PROCcounters(0,5,4)

```

```

750 ENDPROC

```

```

760 DEF PROCarrays

```

```

770 DIM B(9,9),V(8,8),D(9),Q(8
),P(8)

```

```

780 X%=0

```

```

790 FORX%=1 TO 8:FORY%=1 TO 8:
READ V(Y%,X%):B(Y%,X%)=0:NEXT:NE
XT

```

```

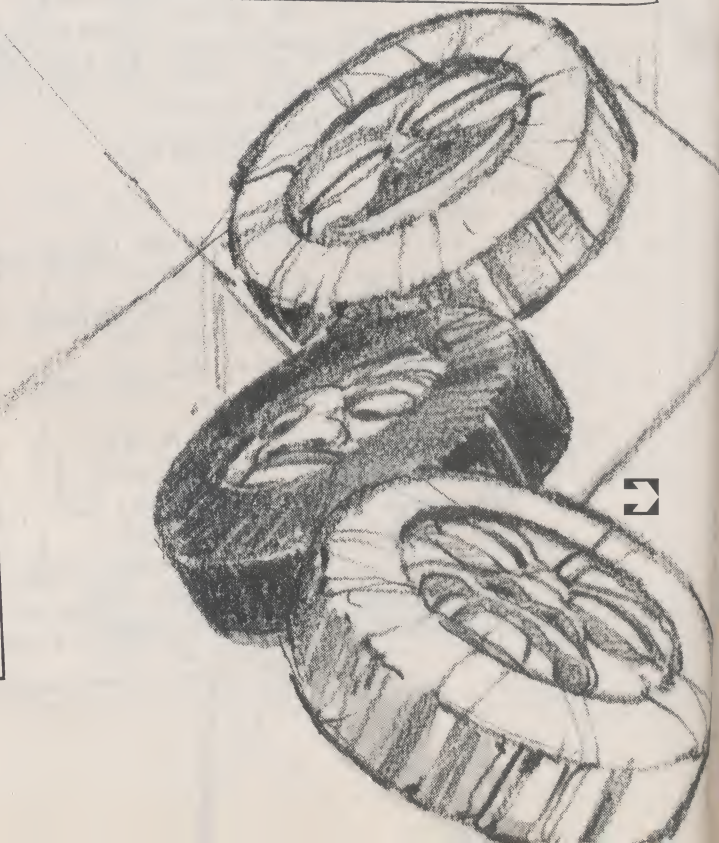
800 FORX%=0 TO 9:B(0,X%)=-1:B(
9,X%)=-1:B(X%,0)=-1:B(X%,9)=-1:N
EXT:B(4,4)=1:B(5,5)=1:B(4,5)=3:B
(5,4)=3

```

```

810 FOR X%=1 TO 8:READ Q(X%):N
EXT:FORX%=1 TO 8:READ P(X%):NEXT

```





# The BBC Micro can now give your children a private education.

The BBC Microcomputer now accounts for 80% of the computers being ordered under the current D.O.I. Primary School Scheme.

It's also the computer which a rapidly increasing number of people are choosing for their homes.

One of the reasons for its success is that it makes learning highly entertaining for everybody. From children who are getting to grips with the alphabet, to adults who want a gentle but intensive introduction to the complex world of computing.

Now, there's a substantial new catalogue of educational programs specially for the BBC Microcomputer.

It has been developed by Acornsoft, the software division of Acorn Computers who manufacture the BBC Micro.

## Making faces without getting scolded.

With the new Facemaker program, your children can make over a million faces. It's like an identi-kit, allowing them to depict anyone they want. They start by choosing the eyes. Then they can choose the mouth, the ears, the nose, the facial outline and the hairstyle.

And if they really fancy dressing up, they can add earrings and hats.

In doing all this, they learn to read and spell, as well as developing their powers of description.

## The money program, two games for the price of one.

Mr. T. is an engaging little figment of the microchip who can teach your children all the complexities of our coinage system.

His Money Box program has two games, each of which can be played at different levels.

In Money Match, the challenge is to collect a set of coins, matching them according to shape, size and value.

In Money Box, you can give your child and Mr. T. a helping hand to get all the coins on the screen into the box. (It's always different, because the coins on the screen are based on the small change you have to hand.)

## A chance to teach the Micro a thing or two.

With the Animal, Vegetable, Mineral program, the children can get the computer guessing.

They think of an object. The BBC Micro has to decide what it is.

If it doesn't come up with the answer, the children can keep giving it hints.

In doing so, they are encouraged to question the difference between such things as crocodiles and alligators, or whether oil is vegetable or mineral.

The program also encourages them to consult refer-

ence books so that they can ask the computer increasingly tough questions.

## Questions on Julius Caesar from J. Julius Norwich.

John Julius Norwich's History Quiz is one of the new BBC Micro Grandmaster quiz series which also covers theatre, crime and detection, music, science fiction and royalty.

On the history front, there are 300 brain-testing questions, covering all aspects of British history from Julius Caesar to Margaret Thatcher.

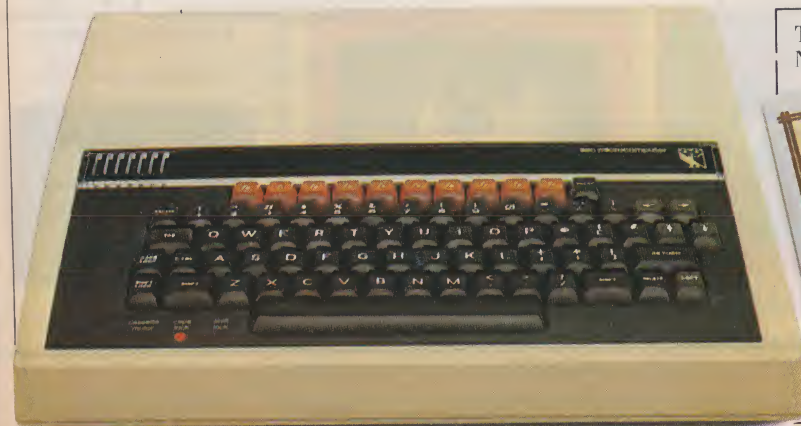
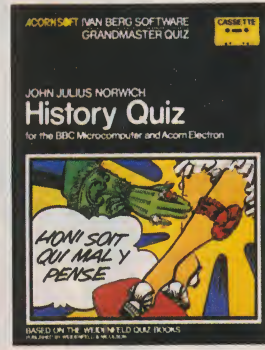
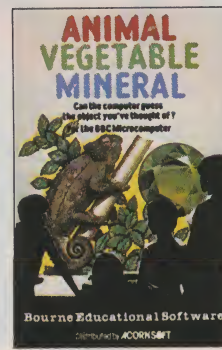
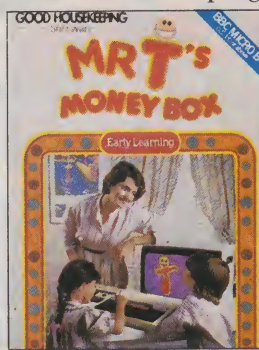
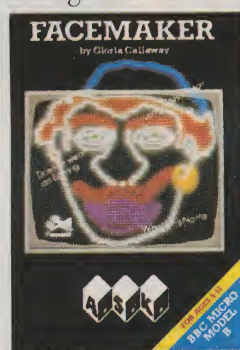
And to increase the educational value, Mr. Norwich has posed the questions from angles which will give a broader understanding of events.

## For the full catalogue, clip the coupon.

There are thirty more new BBC Micro programs in Acornsoft's new catalogue.

For a free copy, complete the coupon, or telephone 0933-79300. Or ask your local BBC Micro dealer.

If you're not yet a BBC Micro owner, you can get full details of the computer at the same time.



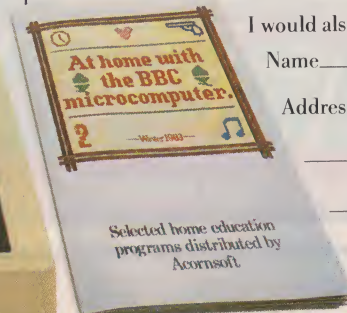
To Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Please send me the new Acornsoft catalogue "At Home With The BBC Microcomputer."

I would also like details of the BBC Micro ☐ (tick)

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

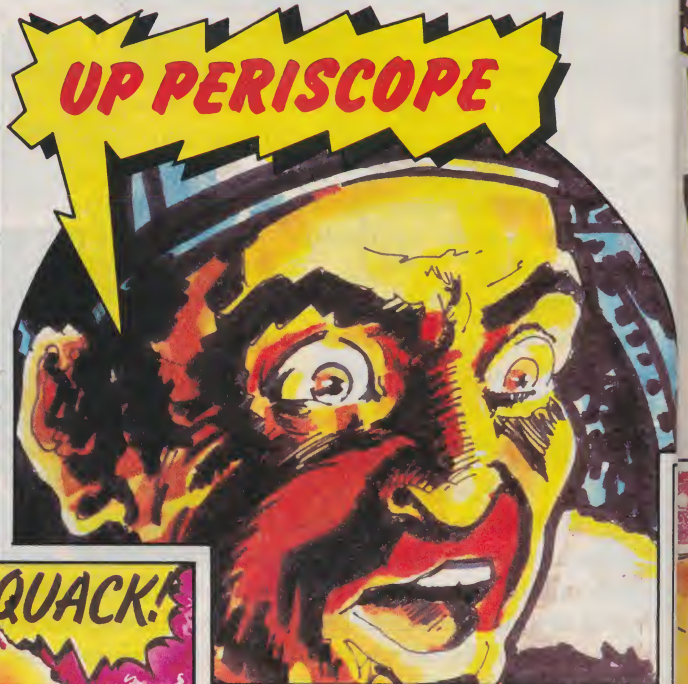


**ACORN**SOFT



# BEYOND

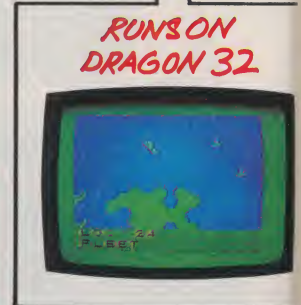
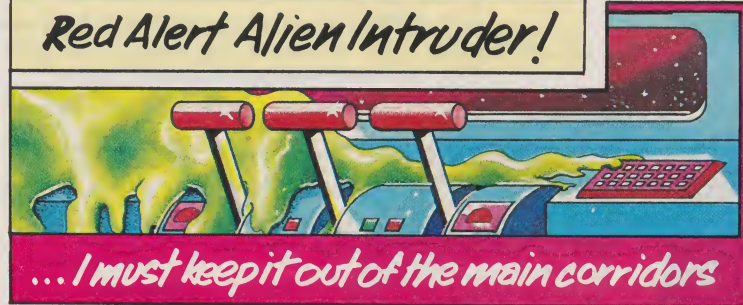
CHALLENGING SOFTWARE



SONAR contact  
and the depth charges  
tumble



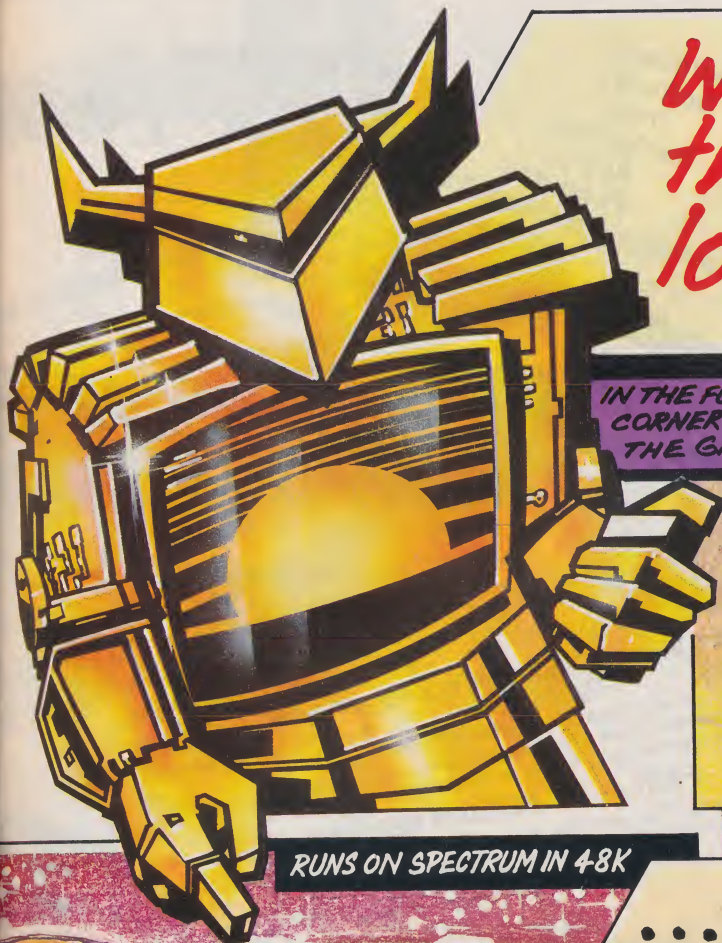
Death lurked under  
every wave



...I must keep it out of the main corridors

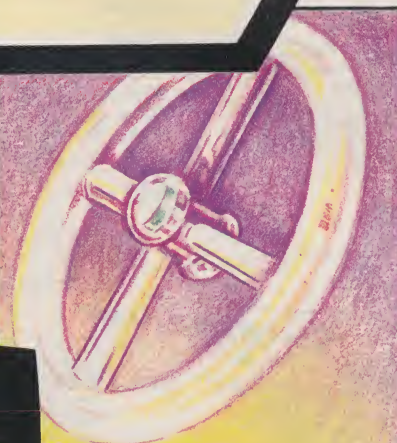


*What's worse  
than being  
lost in space...*



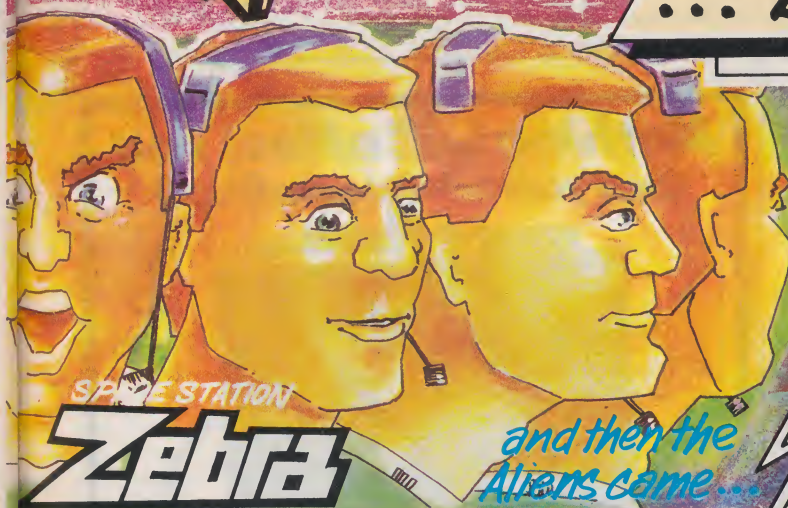
IN THE FURTHEST  
CORNER OF  
THE GALAXY

RUNS ON SPECTRUM IN 48K



SPINNING SILENTLY  
IN SPACE

**... BEING FOUND!**



SPACE STATION

**Zebra**

*and then the  
Aliens came...*

*Kriegspiel on the Dragon*

**COMING SOON**

**Kriegspiel**

*Plus: Enter the Beyond Software Club.  
Absolutely free starting next year.  
Don't miss it. Send for details  
by ticking the box  
in the coupon  
below.*

To . . . **Beyond** Competition House, Farndon Road,  
Market Harborough, Leicestershire LE19 9NR

Please send me . . . Qty Total Price

Title

UP PERISCOPE £6.95

GOODNESS GRACIOUS £6.95

SS ACHILLES (DISC) £19.95

SPACE STATION ZEBRA £6.95

**BEYOND HOTLINE**  
**0858 34567**

**GRAND TOTAL**

CVG 1



all prices include p&p

**I enclose a Postal Order/Cheque payable to  
Beyond, or charge my credit card.**

Card Number \_\_\_\_\_  
Access/Visa (Delete as necessary)

Name \_\_\_\_\_

Address \_\_\_\_\_

Post code \_\_\_\_\_

Signature \_\_\_\_\_

*Please rush me details of the 'Enter the Beyond' Software Club.*

☐



### SOFTWARE STORE

**SPECTRUM**

Crash	XAP	48K	5.50
Alchemist	Imagine	48K	5.50
Slippery Sid	Silversoft	16K	5.95
Ground Attack	Silversoft	16K	5.95
Strike Attack	MMS	16K	5.95
Dungeon Adventure	Level 9	48K	6.95
Snowball	Level 9	48K	9.90
Rommel's Revenge	Crystal	48K	9.90
Panic	PSS	48K	6.50
Android 2	Vortex	48K	5.95
Bedlam	AWA	48K	5.95
Word Processor	Quicksilver	16K	5.95
Hot Foot Crevasse	Micro Sphere	48K	5.95
Gorgon	Phipps Assoc	16K	4.95
ETX	Abbex	48K	4.95
Cosmos	Abbex	16K	5.95
Grail	Severn	16K	5.95
Moria	Severn	16K	4.95
	Severn	16K	4.95

Memotech  
Software  
from  
Xaversine  
Audio  
Products

**Watch  
Out  
For It!**

**ZX SPECTRUM 48k**

**C·R·A·S·H**



100% MACHINE CODE ACTION  
KEMPSTON COMPATIBLE  
FEATURES; TRAINS, KAMIKAZEE ALIEN  
INCREASING DIFFICULTY,  
FREEZE FRAME. **£5.50** © XAP

Postage free

*Xaversine Software Store*

**COOMBEND, RADSTOCK, BATH, AVON BA3 3AN. 0761 36509**

To order by mail  
Send a letter including products required with remittance. Cheques payable Xaversine

To order by telephone Phone 0761 36509 between 10am and 6pm Mon.-Sat.  
stating products required using Access or Barclaycard.

**FAST — BY RETURN SERVICE**

Send or Phone for a FREE stock list and badge.  
We are dealers for Sinclair and Memotech computers

© xaversine audio products

## WHICH MICRO? & SOFTWARE REVIEW

**Number 1**  
micros buyers guide

**Number 1**  
for machine reviews

**Number 1**  
for software reviews

**Number 1**  
for news and views

**Number 1**  
for program listings

**Number 1**  
for buying information

**Number 1**  
micro magazine






## Nothing will affect you (and your school or college) more than...



We'll send you  
a sample copy of  
**EDUCATIONAL COMPUTING**  
for just £1.00 — write to:

Valerie Day  
EDUCATIONAL COMPUTING  
Durrant House  
8 Herbal Hill  
London EC1 5EJ

**EDUCATIONAL  
COMPUTING**

(Cheques made payable to EDUCATIONAL COMPUTING)

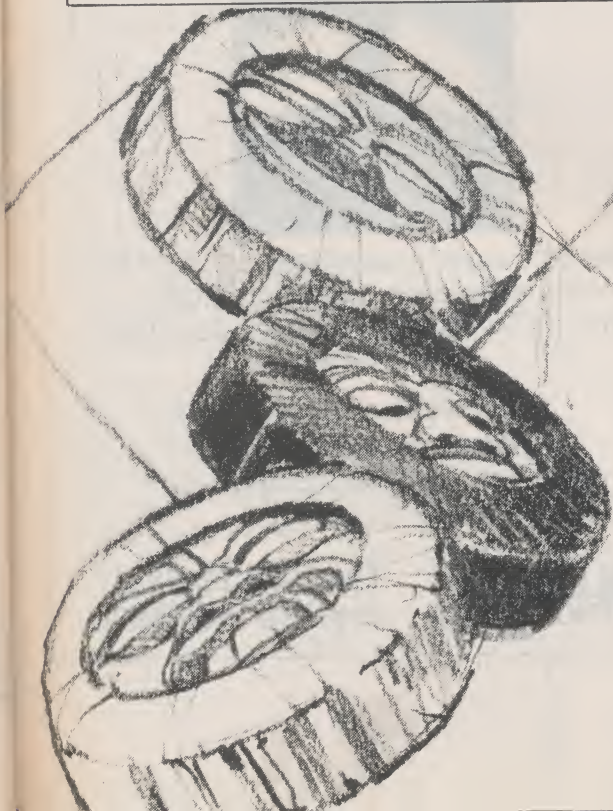




```

820 ENDPROC
830 DEF PROCmove:#FX15,1
840 PRINTTAB(7,29)"Do you want
to move 1st ?";A$=GET$:A$=CHR$(
ASC(A$)+32)
850 ENDPROC
860 DEF PROCdirs
870 Q=Q(DIR):Q1=P(DIR):P=Q:F1=
Q1
880 ENDPROC
890 DEF PROCcounters(C,B,A)
900 X1=A*100+190:B=ABS(B-9):Y1
=B*100+112:GCOL 0,C:Y%=-1
910 FORX%=-1 TO 30 STEP4:MOVEX

```



```

1-X%,Y1+Y%:DRAWX1+X%,Y1+Y%:DRAWX
1+X%,Y1-Y%:DRAWX1-X%,Y1-Y%:DRAWX
1-X%,Y1+Y%:Y%+4:SOUND&1,-15,
2*(X%+2),1:NEXT
920 ENDPROC
930 DEF PROCmv
940 MV=MV+1
950 IF MV=64 THEN PROCend
960 ENDPROC
970 DEF PROCrandom
980 X2%=RND(4)+2:Y2%=RND(4)+2
990 IF X2%+Y2%=7 OR X2%+Y2%=11
THEN 1000 ELSE 980
1000 IF Y2%=6 THEN D(1)=1
1010 IF Y2%=4 THEN D(1)=3
1020 IF Y2%=3 THEN D(1)=5
1030 IF Y2%=5 THEN D(1)=7
1040 ENDPROC
1050 DEF PROCend
1060 BX=0:WX=0
1070 FORX%=1TO8:FORY%=1TO8
1080 IF B(X%,X%)=3 THEN BX=BX+1
1090 IF B(Y%,X%)=1 THEN WX=WX+1
1100 NEXT:NEXT
1110 IF BX>WX THEN PRINTTAB(7,2
9)"I win by ";BX-WX;" counters."
SPC10:END
1120 IF WX>BX THEN PRINTTAB(7,2
9)"You win by ";WX-BX;" counters
."SPC10:END
1130 PRINTTAB(7,29)"A draw."SPC
20
1140 END
1150 ENDPROC
1160 DEF PROCupdate
1170 FORP%=2 TO 7
1180 T1=B(P%-1,1):T2=B(P%+1,1):
T3=T2+T1
1190 IF T3=4 THEN V(P%,1)=15
1200 IF T3=1 AND B(P%,1)=0 THEN
PROcline1
1210 IF T3=6 OR T3=2 OR T3=3 TH
EN V(P%,1)=100
1220 T1=B(P%-1,8):T2=B(P%+1,8):
T3=T2+T1
1230 IF T3=6 OR T3=2 OR T3=3 TH
EN V(P%,8)=100
1240 IF T3=4 THEN V(P%,8)=15
1250 IF T3=1 AND B(P%,8)=0 THEN
PROcline2
1260 T1=B(1,P%-1):T2=B(1,P%+1):
T3=T2+T1
1270 IF T3=6 OR T3=2 OR T3=3 TH
EN V(1,P%)=100
1280 IF T3=4 THEN V(1,P%)=15
1290 IF T3=1 AND B(1,P%)=0 THEN
PROcline3
1300 T1=B(8,P%-1):T2=B(8,P%+1):
T3=T2+T1
1310 IF T3=6 OR T3=2 OR T3=3 TH
EN V(8,P%)=100
1320 IF T3=4 THEN V(8,P%)=15
1330 IF T3=1 AND B(8,P%)=0 THEN
PROcline4

```



PROGRAMS  
WANTED  
SEND  
NOW

# BLABY COMPUTER GAMES

PROGRAMS  
WANTED  
SEND  
NOW

FOR SPECTRUM AND DRAGON SOFTWARE

## BARMY BURGERS SPECTRUM 48K



BLABY COMPUTER GAMES

**BARMY BURGERS** Baps, Burgers, Cheese and Lettuce — they are all there, all you have to do is put them together. It sounds easy doesn't it, but not when you are being chased by a fried Egg and Sausages! **48K M/C £5.50**

## KILLER KONG SPECTRUM 48K



BLABY COMPUTER GAMES

**KILLER KONG** Featuring five screens of arcade action — Elevators — Kong — Mario Barrels — Hamburgers — and even Mario's Girl. **48K M/C £5.50**

## 'GOTCHA'

SPECTRUM 48K



BLABY COMPUTER GAMES

**GOTCHA** After escaping from the local Nick, Ernie is soon back up to his old tricks again! **48K M/C £5.50**

**HIGHRISE HARRY** Featuring Harry Highrise and the Rust Bugs — Guide Harry the Painter along the Girders, up the Ladders, onto the Lifts, but mind the Slides. Five Whacky screens. **48K M/C £5.50**

**DODO** Starring Dodo and the Snow Bees — You are the last surviving breed of Dodos alone in the Antarctic surrounded by Ice Blocks and Snow Bees. Slide the Ice Blocks onto the Snow Bees or electrify the walls to kill them. **48K M/C £5.50**

**SHUTTLE** Guide your Shuttlecraft down to the surface of Planet Nexon, rescue the stranded Space Patrol and return them one by one to the safety of the Mothership. **48K M/C £4.95**

**PLUGGIT** Young Percy Pluggit must get back to his Circuit Board in time, please help him to find the right Keys. **48K M/C £5.50**

**CONFUSION** You are totally confused and are being attacked from both sides by the most nastiest Aliens known in the Universe. **48K M/C £4.95**

**GOLD DIGGER** Dig your way through the Mine and find the Gold Nuggets, but keep away from the 'Nugget Gnashers'. **48K M/C £4.95**

**KOSMIC PIRATE** Guide your Pirate Vessel through the massive fleet of Space Craft that has encircled the planet Verox and try to steal your essential needs. **48K M/C £4.95**

**CHOPPER RESCUE** Scientists are being entombed under Radio Active waste, can you as a Helicopter Pilot, rescue them all in time? **48K M/C £5.50**

## DISTRIBUTORS

CENTRE SOFT  
BIRMINGHAM  
021-520 7591

LIGHTNING RECORDS  
LONDON

01-969 5255  
PCS SOUTH WEST  
EXETER  
(0392) 50434

RETAIL OUTLETS  
W H SMITHS  
CRASH MICROS  
AND ALL  
MAJOR SOFTWARE  
OUTLETS

## DRAGON 32

**PLANET CONQUEST** Land your Freighter Ship safely and then you may return to your next Solar System. (Skill levels etc.) **£5.95**

**DODO** Starring Dodo and the Snow Bees — You are the last surviving breed of Dodos alone in the Antarctic, surrounded by Ice Blocks and Snow Bees. Slide the Ice Blocks onto the Snow Bees or electrify the walls to kill them. **£5.95**

**LASER RUN** Fly the trench to destroy the T.I.E. fighters. This game is shown in 3D perspective. **£5.95**

BLABY COMPUTER GAMES · DEPT C.V. · CROSSWAYS HOUSE · LUTTERWORTH ROAD · BLABY · LEICESTER · TEL: 0533 773641  
TELEX: 342629 JRHHG

DEALERS PLEASE ASK ABOUT OUR VIDEO TAPE WHICH CONTAINS OUR FULL RANGE OF GAMES



THE  
T.I. 99/4a  
SPECIALIST

## TEXASINSTRUMENTS SOFTWARE

WE HAVE VAST STOCKS . . .  
INCLUDING

EXTENDED BASIC	at £45.00
TI LOGO 2	at £65.00
PERSONAL RECORD	at £29.50

AND MANY MANY MORE

PRICES INCLUDE POST & PACKING

SEND SAE FOR FULL PRICE LIST

PLEASE MAKE CHEQUES/POs  
PAYABLE TO

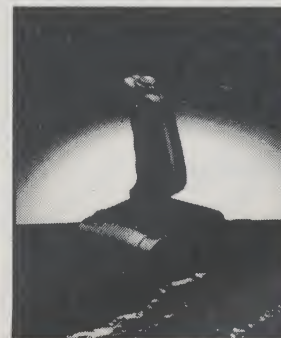
# PARCO Electrics

4 Dorset Place  
New Street  
Honiton, Devon  
Tel: 44425

# SPECTRAVIDEO™

## GAME FREAKS

IF YOU WANT JOY . . . STICK TO US



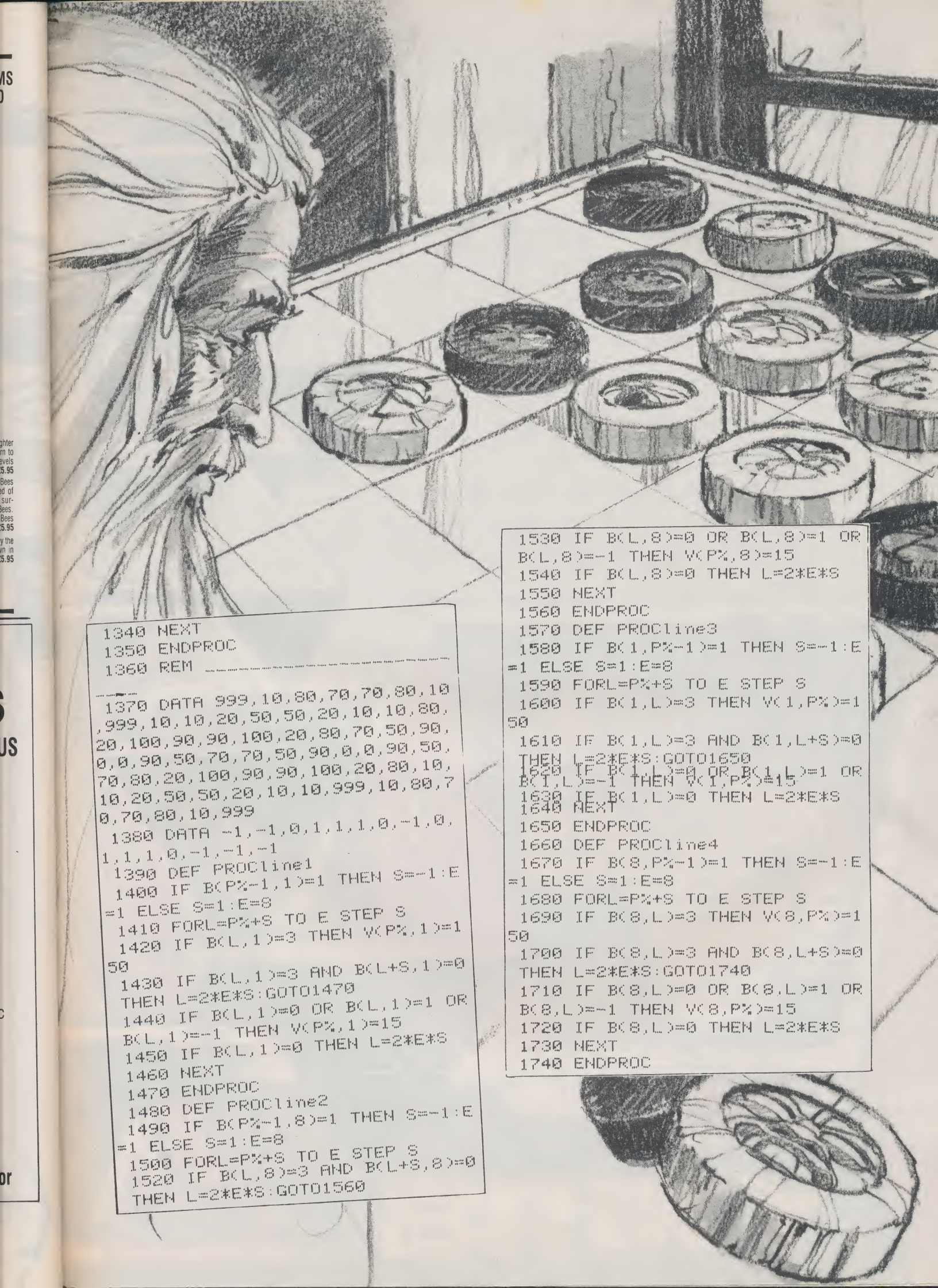
We can supply Joysticks for most leading micros including Atari, Commodore, BBC, Spectravideo, Oric and Dragon

For further details  
phone 01-203 6366/7  
and ask for David Bishop or  
Kevin Pickering

**VULCAN**  
ELECTRONICS LTD

The UK's leading  
Joystick Distributor





```

1340 NEXT
1350 ENDPROC
1360 REM

```

```

1370 DATA 999,10,80,70,70,80,10
,999,10,10,20,50,50,20,10,10,80,
20,100,90,90,100,20,80,70,50,90,
0,0,90,50,70,70,50,90,0,0,90,50,
70,80,20,100,90,90,100,20,80,10,
10,20,50,50,20,10,10,999,10,80,7
0,70,80,10,999
1380 DATA -1,-1,0,1,1,1,0,-1,0,
1,1,1,0,-1,-1,-1
1390 DEF PROcline1
1400 IF B(PX-1,1)=1 THEN S=-1:E
=1 ELSE S=1:E=8
1410 FOR L=PX+S TO E STEP S
1420 IF B(L,1)=3 THEN V(PX,1)=1
50
1430 IF B(L,1)=3 AND B(L+S,1)=0
THEN L=2*E*S:GOTO1470
1440 IF B(L,1)=0 OR B(L,1)=1 OR
B(L,1)=-1 THEN V(PX,1)=15
1450 IF B(L,1)=0 THEN L=2*E*S
1460 NEXT
1470 ENDPROC
1480 DEF PROcline2
1490 IF B(PX-1,8)=1 THEN S=-1:E
=1 ELSE S=1:E=8
1500 FOR L=PX+S TO E STEP S
1520 IF B(L,8)=3 AND B(L+S,8)=0
THEN L=2*E*S:GOTO1560

```

```

1530 IF B(L,8)=0 OR B(L,8)=1 OR
B(L,8)=-1 THEN V(PX,8)=15
1540 IF B(L,8)=0 THEN L=2*E*S
1550 NEXT
1560 ENDPROC
1570 DEF PROcline3
1580 IF B(1,PX-1)=1 THEN S=-1:E
=1 ELSE S=1:E=8
1590 FOR L=PX+S TO E STEP S
1600 IF B(1,L)=3 THEN V(1,PX)=1
50
1610 IF B(1,L)=3 AND B(1,L+S)=0
THEN L=2*E*S:GOTO1650
1620 IF B(1,L)=0 OR B(1,L)=1 OR
B(1,L)=-1 THEN V(1,PX)=15
1630 IF B(1,L)=0 THEN L=2*E*S
1640 NEXT
1650 ENDPROC
1660 DEF PROcline4
1670 IF B(8,PX-1)=1 THEN S=-1:E
=1 ELSE S=1:E=8
1680 FOR L=PX+S TO E STEP S
1690 IF B(8,L)=3 THEN V(8,PX)=1
50
1700 IF B(8,L)=3 AND B(8,L+S)=0
THEN L=2*E*S:GOTO1740
1710 IF B(8,L)=0 OR B(8,L)=1 OR
B(8,L)=-1 THEN V(8,PX)=15
1720 IF B(8,L)=0 THEN L=2*E*S
1730 NEXT
1740 ENDPROC

```

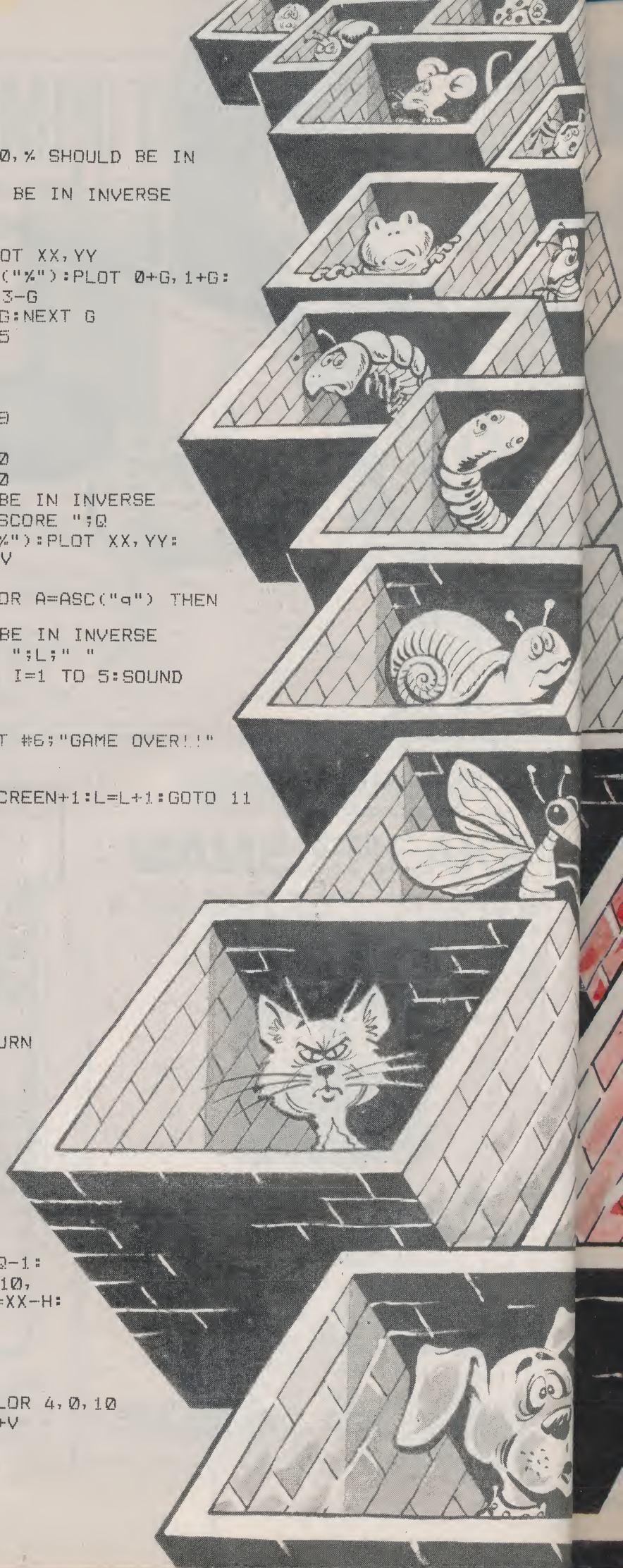


```

1 SCREEN=1
2 L=5
3 HI=-1
5 XX=10:YY=10
8 REM IN LINES 13,31,37,40 & 5000,% SHOULD BE IN
  INVERSE
9 REM IN LINE 40 & 4020,a SHOULD BE IN INVERSE
10 GOSUB 18000:GOSUB 30000:N=1
11 GOSUB 6000
12 XX=10:YY=10:COLOR ASC("a"):PLOT XX,YY
13 FOR G=0 TO SCREEN-1:COLOR ASC("%"):PLOT 0+G,1+G:
  DRAWTO 19-G,1+G:DRAWTO 19-G,23-G
14 DRAWTO 0+G,23-G:DRAWTO 0+G,1+G:NEXT G
15 SETCOLOR 0,8,2:SETCOLOR 1,14,5
16 SETCOLOR 3,0,0
17 SETCOLOR 2,3,4
18 SETCOLOR 4,0,10
19 IF N=1 AND STICK(0)=15 THEN 19
21 GOSUB 500
24 IF RND(0)>.93 THEN GOSUB 4000
25 IF RND(0)>.93 THEN GOSUB 2000
32 REM IN LINE 34, SCORE SHOULD BE IN INVERSE
34 N=0:Q=Q+1:POSITION 0,0:?"#6:"SCORE ":Q
37 SOUND 0,121,10,10:COLOR ASC("%"):PLOT XX,YY:
  COLOR ASC("a"):XX=XX+H:YY=YY+V
38 TRAP 3000
40 LOCATE XX,YY,A:IF A=ASC("%") OR A=ASC("a") THEN
  GOSUB 5000
41 REM IN LINE 42, LIVES SHOULD BE IN INVERSE
42 POSITION 11,0:PRINT #6:"LIVES ":L:" "
43 IF A=ASC("z") THEN Q=Q+10:FOR I=1 TO 5:SOUND
  0,5,2,10:NEXT I:FOR I=1 TO 5:
  SOUND 0,10,2,10:NEXT I
45 IF L<1 THEN POSITION 3,9:PRINT #6:"GAME OVER!!"
  :GOTO 7000
46 PLOT XX,YY:T=0:SOUND 0,0,0,0
48 IF Q>100*SCREEN THEN SCREEN=SCREEN+1:L=L+1:GOTO 11
50 GOTO 21
500 IF STICK(0)=14 THEN ST=1
520 IF STICK(0)=7 THEN ST=3
540 IF STICK(0)=13 THEN ST=5
560 IF STICK(0)=11 THEN ST=7
580 IF ST=1 THEN V=-1:H=0:RETURN
600 IF ST=3 THEN H=1:V=0:RETURN
620 IF ST=5 THEN V=1:H=0:RETURN
640 IF ST=7 THEN H=-1:V=0:RETURN
2000 J=INT(20*RND(0))
2010 K=INT(20*RND(0))+4
2020 COLOR ASC("z"):PLOT J,K:RETURN
3000 IF XX<0 THEN XX=0
3010 IF XX>19 THEN XX=19
3020 IF YY<4 THEN YY=4
3030 IF YY>23 THEN YY=23
3035 Q=Q-1
3040 GOTO 46
4000 J=INT(20*RND(0))
4010 K=INT(20*RND(0))+4
4020 COLOR ASC("a"):PLOT J,K:
  RETURN
5000 IF A=ASC("%") THEN L=L-1:Q=Q-1:
  FOR I=1 TO 100:SOUND 0,255,10,
  10:NEXT I:SOUND 0,0,0,0:XX=XX-H:
  YY=YY-V:RETURN
5010 L=L-2:Q=Q-1
5020 FOR I=15 TO 0 STEP -.5
5025 SETCOLOR 4,15,I
5030 SOUND 0,55,8,I:NEXT I:SETCOLOR 4,0,10
5035 COLOR ASC(" "):PLOT XX+H,YY+V
5040 RETURN
5050 GOTO 5050

```

Illustration: Terry Rogers





Briky is a happy little brick-layer. He's never more content than when he's got a wall to build. But there are things that upset him — bombs and moles. Both are capable of destroying his carefully constructed walls. You can help Briky build a brave new world by guiding him around the screen. You cannot stop — so you have to be careful not to bump into your own walls. Occasionally those moles and bombs appear at random on the screen. If you build your wall over a mole, you'll get a bonus of 10 points. If you hit a bomb, you'll lose two of your five lives. After every 100 points you get a bonus life and a new screen to play in. But each screen gets smaller — making Briky's life harder. Full instructions are included in the program.

```

6000 FOR G=0 TO 15:COLOR ASC(" "):PLOT 0+G,0+G:DRAWTO
    19-G,0+G:DRAWTO 19-G,23-G
6010 DRAWTO 0+G,23-G:DRAWTO 0+G,0+G:NEXT G:RETURN
7000 IF Q>HI THEN HI=Q
7005 FOR I=1 TO 500:NEXT I:GOSUB 30000
7010 L=5:Q=0:SCREEN=1:GOTO 11
18000 REM NEW CHAR SET
18010 REM *****
18015 RESTORE 18320
18020 DIM A(8),ANS$(3),R$(1),F$(15),NAME$(12),ANS2$(3)
18040 MEMTOP=PEEK(106):GRTOP=MEMTOP-4
18060 POKE 106,GRTOP:GRAPHICS 1+16:CHROM=PEEK(756)*256
18140 CHRAM=GRTOP*256:POKE 756,GRTOP
18210 FOR N=0 TO 1023:POKE CHRAM+N,PEEK(CHROM+N):NEXT N
18260 FOR K=1 TO 4:READ R$:R=ASC(R$)
18270 IF R<32 THEN R=R+64
18280 IF R<96 THEN IF R>31 THEN R=R-32
18300 FOR I=0 TO 7:READ A:A(I)=A:B=I+R*8+256*GRTOP:
    POKE B,A:NEXT I:NEXT K
18320 DATA %
18330 DATA 126,126,126,0,231,231,231,0
18335 DATA @
18340 DATA 126,129,165,129,195,189,129,126
18350 DATA Z
18360 DATA 126,255,219,255,255,231,219,255
18370 DATA Q
18380 DATA 4,8,16,24,126,255,126,24
18500 RETURN
20000 XX=XX-H:YY=YY-V:RETURN
30000 SETCOLOR 0,8,2:SETCOLOR 2,3,4:SETCOLOR 4,0,10:
    SETCOLOR 1,14,5:SETCOLOR 3,0,0

```



**RUNS ON AN ATARI 400/800 IN 16K**

**BY GRAHAM WARD**

# BRIKY



# As your children so can your



600XL Home Computer.

If you're buying a home computer then you've probably got one major worry. That your children will soon grow out of the system you buy.

With the new ATARI 600XL™ you need have no such fear. Because the ATARI 600XL was not just designed as a home computer, it's designed to build into a complete computer system.

As your children's knowledge of computers increases, so can their home computer, simply by adding any of these extras which will be available soon.

**Program Recorder.** The inexpensive way to store extra programs, and use the unique Atari sound edge through system.

**64K Memory Module.** Increase the memory from 16K RAM to a massive 64K RAM. Important, as the more memory it has the more it can do.

**Touch Tablet.** Creates complex on-screen graphics by allowing you to draw on the TV screen.

**Trak Ball™ Controller.** For a better and more sophisticated arcade style game control.



# Children get bigger with Atari 600XL.



Program Recorder.



64K Memory Module.



Touch Tablet.



Trak Ball™ Controller.



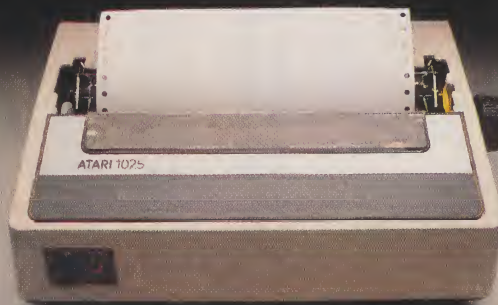
Super Joysticks.



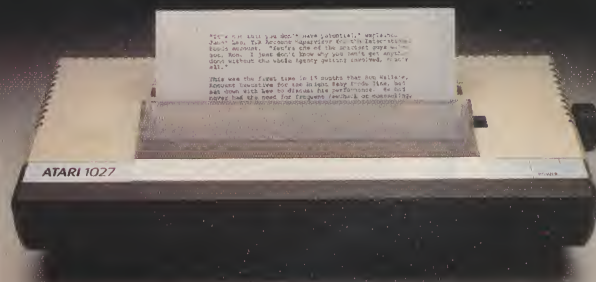
Colour Printer.



Disk Drive.



80 Column Dot Matrix Printer.



Letter Quality Printer.

**Super Joysticks.** Gives you a greater competitive edge over your games.

**Colour Printer.** You can print out your own four colour electronic designs and programs.

**Dual Density Disk Drive.** Increases your capability by giving you fast access to data, as well as an efficient expanded storage system.

**80-Column Dot Matrix Printer.** This is for more complex applications with fast telex style print-outs.

**Letter Quality Printer.** Changes your computer

into a sophisticated word processor, producing as many top quality prints as you want.

Of course, you won't need them all now. Your children have first got to learn to master the computer itself. But when they have, and believe us they will, the ATARI 600XL can handle it.

For more details write to: Atari International (UK) Inc., P.O. Box 407, Blackhorse Road, London SE8 5JH.

The new Atari XL home computer system.





# **HIRE** COMMODORE 64 GAMES LIBRARY **HIRE**

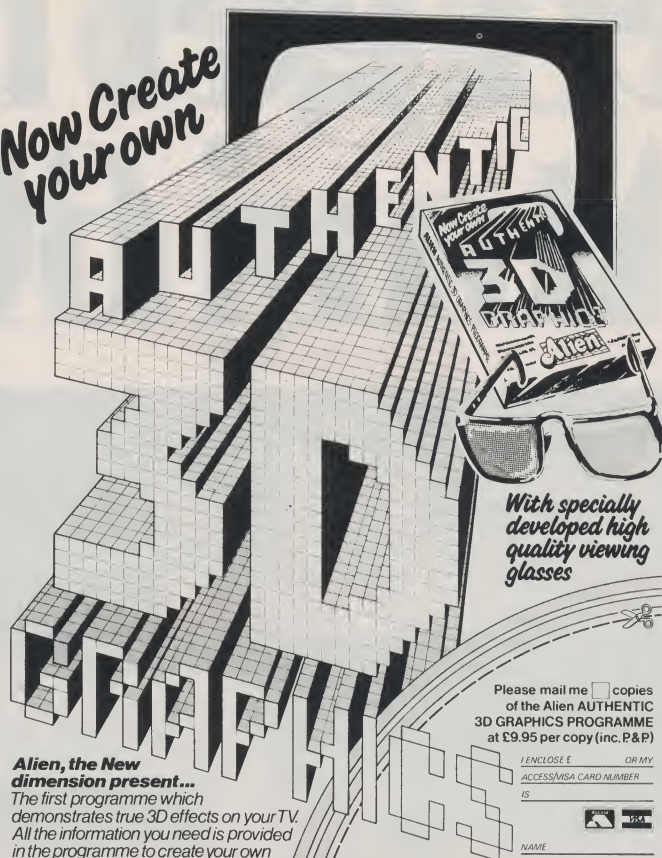
- ★ Over 160 titles, all the latest & greatest.
- ★ Hire of first TWO games ABSOLUTELY FREE.
- ★ Life membership now only £6.00.
- ★ Full 7 days hire period.
- ★ Only £1 (inc. p&p) per game.
- ★ All originals.
- ★ A fast friendly and reliable service.
- ★ Each member gets a full catalogue.

**JOIN NOW ON MONEY BACK  
APPROVAL OR SEND FOR DETAILS:**

To:  
**Commodore 64 Games Library,  
c/o Yorkshire Software Library,  
13 Park Top, Pudsey, LS28 6BY.**

Please make all cheques & postal orders payable to "Yorkshire Software Library".

**Now Create  
your own**



## **Alien, the New dimension present...**

The first programme which demonstrates true 3D effects on your TV. All the information you need is provided in the programme to create your own graphics in 3D.

Just imagine the games that could be written using this technique. Hours of fun and really dramatic visual effects.

BBC model B only

**The New Dimension**

The Alien, Arndale House, Church Street, Blackburn, Lancs, BB7 5AF Tel. Blackburn (0254) 52638

Please mail me ☐ copies of the Alien AUTHENTIC 3D GRAPHICS PROGRAMME at £9.95 per copy (inc. P&P)

I ENCLOSE OR MY ACCESS/VISA CARD NUMBER

IS

NAME

ADDRESS

POSTCODE

Please allow 14 days for delivery

CVG

# VIDEO CITY COMPUTERS

**45-47 FISHERS GREEN RD., STEVENAGE, HERTS. TEL: (0438) 353808**

## SOFTWARE FOR ATARI 400/800

PIT STOP	R 16K	27.95	PREPPIE II	C 16K	24.95	CANYON CLIMBER	C 16K	26.00
COMPUTER WAR	R 16K	32.95	PREPPIE II	D 32K	24.95	ELIMINATOR	C 16K	17.99
FLIP FLOP	C 32K	24.95	THE DARK CRYSTAL	D 48K	27.95	AIR STRIKE	C 16K	14.95
BRISTLES	C 32K	24.95	MOON SHUTTLE	C 16K	21.95	ZAXXON	C 16K	27.95
ROSENS BRIGADE	C 16K	14.95	O'RILEY'S MINE	C 16K	21.95	FAST EDDIE	R 16K	26.50
GATEWAY TO APSHAI	C 16K	27.95	PAC MAN	R 16K	29.95	GALAXION	R 16K	29.95
ZEPPLIN	C 32K	24.95	DEFENDER	R 16K	29.95	ZORK 1, 2, 3	D 32K	29.95
SEA DRAGON	D 32K	25.49	CENTPEDE	R 16K	29.95	DEADLINE	D 32K	37.95
SEA DRAGON	C 16K	25.49	SERPENTINE	R 16K	29.95	STARCROSS	D 32K	29.95
POOYAN	C/D 32K	21.95	SINKY	C 16K	14.95	SUSPENDED	D 32K	37.95
DIAMONDS	C 16K	14.95	ATLANTIS	R 16K	29.95	WITNESS	D 32K	37.95
KRAZY KOPTER	C 16K	14.95	AZTEC CHALLENGE	C 16K	12.50	PINBALL CONSTRUCTION	D 48K	29.95
SHAMUS I	C 16K	26.50	ALPHA SHIELD	R 16K	27.95	JUMPMAN JUNIOR	R 16K	27.95
SHAMUS II	C 32K	24.95	CAVERNS OF KHAFKA	C 16K	14.95	SS ACHILLES	D 48K	19.95
SHADOW WORLD	C 32K	24.95	MR. COOL	R 16K	27.95	LOAD RUNNER	D 48K	24.95
MINER 2049ER	R 16K	29.95	E FACTOR	C 16K	11.95	A.E.	D 48K	25.95
NIGHT STRIKE	R 16K	29.95	BLUE MAX	C 16K	24.95	CAPT'N STICKY'S GOLD	C 16K	14.95
SPIDER CITY	R 16K	27.95	FORT APOCALYPSE	C 32K	24.95	SPY'S DEMISE	C/D 24K	15.95
SQUISH'EM	R 16K	27.95	FINAL ORBIT	R 16K	27.95	SPY STRIKES BACK	C/D 24K	15.95
SURVIVOR	C 16K	29.95				KOALA-TOUCH TABLET		79.95

**TO: VIDEO CITY COMPUTERS, 45-47 FISHERS GREEN RD., STEVENAGE, HERTS. PLEASE ACCEPT MY ORDER FOR THE FOLLOWING PROGRAMS:**

Cheque No. \_\_\_\_\_ for £ \_\_\_\_\_ enclosed

Please debit my credit card ACCESS/VISA No. \_\_\_\_\_

Signed \_\_\_\_\_

## VIDEO CITY COMPUTERS

Despatch to:

Name \_\_\_\_\_

Address \_\_\_\_\_

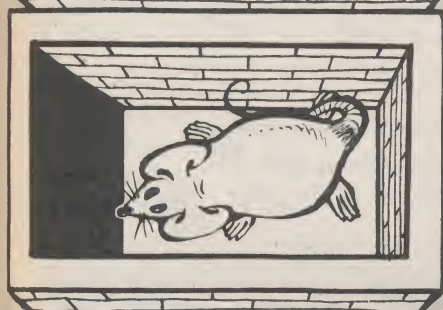
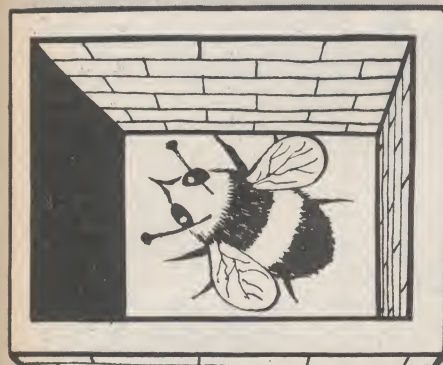
All prices include VAT and post/packaging



```

30002 GOSUB 6000
30003 POSITION 0,1
30005 REM ALL OF THE FOLLOWING SHOULD BE PRINTED IN
      INVERSE, EXCEPT z & start
30006 ? #6;" "
30007 ? #6;" "
30008 ? #6;" "
30009 ? #6;"      z"
30010 ? #6;"  %%  %%  %%  %%  z  %%  %%
30020 ? #6;"  %  %  %  %  %  %  %  %  %
30030 ? #6;"  %  %  %  %  %  %  %  %z%"
30040 ? #6;"  %%  %%  %  %%  %"
30050 ? #6;"  %  %  %  %  %  %%a  %"
30060 ? #6;"  %z%  %  %  %  %  %"
30070 ? #6;"  %%  %  %  %  %  %a  %"
30080 ? #6;" "
30085 ? #6;" hi score = ";HI+1
30087 ? #6;" "
30090 ? #6;" PRESS start TO PLAY"
30100 IF PEEK(53279)<>6 THEN 30100
30120 RETURN

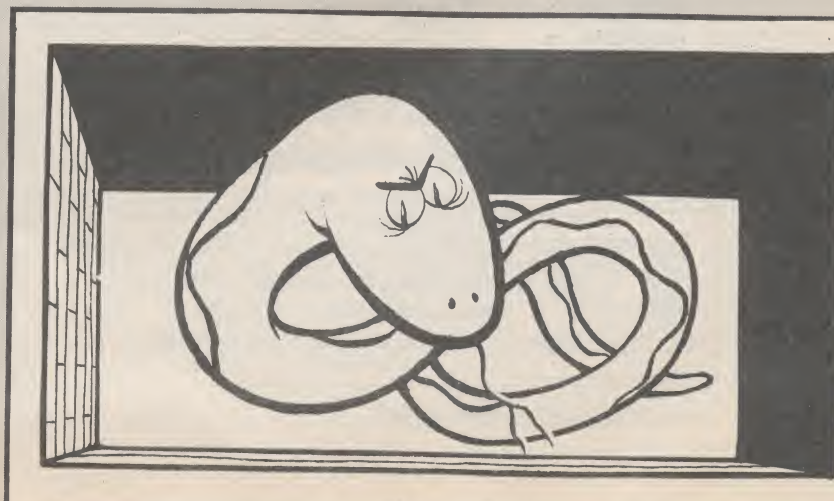
```



```

1 SCREEN=1
2 L=5
3 HI=-1
5 XX=10:YY=10
8 REM IN LINES 13,31,37,40 & 5000,% SHOULD BE IN
      INVERSE
9 REM IN LINE 40 & 4020,a SHOULD BE IN INVERSE
10 GOSUB 18000:GOSUB 30000:N=1
11 GOSUB 6000
12 XX=10:YY=10:COLOR ASC("a"):PLOT XX,YY
13 FOR G=0 TO SCREEN-1:COLOR ASC("%"):PLOT 0+G,1+G:
      DRAWTO 19-G,1+G:DRAWTO 19-G,23-G
14 DRAWTO 0+G,23-G:DRAWTO 0+G,1+G:NEXT G
15 SETCOLOR 0,8,2:SETCOLOR 1,14,5
16 SETCOLOR 3,0,0
17 SETCOLOR 2,3,4
18 SETCOLOR 4,0,10
19 IF N=1 AND STICK(0)=15 THEN 19
21 GOSUB 500
24 IF RND(0)>0.93 THEN GOSUB 4000
25 IF RND(0)>0.93 THEN GOSUB 2000
32 REM IN LINE 34, SCORE SHOULD BE IN INVERSE
34 N=0:Q=0+1:POSITION 0,0:? #6;"SCORE ";Q
37 SOUND 0,121,10,10:COLOR ASC("%"):PLOT XX,YY:COLOR ASC("a"):XX=XX+H:
      YY=YY+V
38 TRAP 3000
40 LOCATE XX,YY,A:IF A=ASC("%") OR A=ASC("a") THEN GOSUB 5000
41 REM IN LINE 42, LIVES SHOULD BE IN INVERSE
42 POSITION 11,0:PRINT #6;"LIVES ";L;" "
43 IF A=ASC("z") THEN Q=Q+10:FOR I=1 TO 5:SOUND 0,5,2,10:NEXT I:FOR I=1
      TO 5:SOUND 0,10,2,10:NEXT I
45 IF L<1 THEN POSITION 3,9:PRINT #6;"GAME OVER!!":GOTO 7000
46 PLOT XX,YY:T=0:SOUND 0,0,0,0
48 IF Q>100*SCREEN THEN SCREEN=SCREEN+1:L=L+1:GOTO 11
50 GOTO 21
500 IF STICK(0)=14 THEN ST=1
520 IF STICK(0)=7 THEN ST=3
540 IF STICK(0)=13 THEN ST=5
560 IF STICK(0)=11 THEN ST=7
580 IF ST=1 THEN V=-1:H=0:RETURN
600 IF ST=3 THEN H=1:V=0:RETURN
620 IF ST=5 THEN V=1:H=0:RETURN
640 IF ST=7 THEN H=-1:V=0:RETURN
900 SPEED=0.7

```





# cable software

## URGENTLY REQUIRE

ORIGINAL, MACHINE CODE GAMES PROGRAMS  
FOR THE

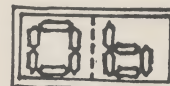
**Commodore 64 - VIC 20  
ZX Spectrum - Oric  
Dragon - BBC - Electron**

We have an international dealer & marketing network  
which will ensure maximum sales potential for your  
program.

Write in confidence to: Software Development Director  
Cable Software Limited

Cape House  
52 Limbury Road  
Luton, Beds. LU3 2PL

or telephone: Luton 591493



GILSOFT	COMPUTASOLVE LTD.	KEYSOFT	PICTURESQUE PICTURESQUE PICTURESQUE	TRS SOFTWARE	IVYSOFT
CP software	HEWSON CONSULTANTS			HILTON COMPUTER SERVICES	CALPAC
INTERFACE PUBLICATIONS	SUNSHINE	SOFTEACH	Hilderbay	HISOFT	Crystal
EAST LONDON ROBOTICS	Heinemann Educational Books	COMPUSOUND	Melbourne House	CRL	Computers of Wigmore St
CDS Micro Systems	LCL	GAME LORDS	C.C.S.	BUFFER MICRO SHOP	BASICARE MICRO SYSTEM
Elephant Software.	FOX ELECTRONICS	AGE	ALTRONICS	LOTHORIEN	PHIPPS ASSOCIATES
		FAL-SOFT COMPUTERS	HAVEN HARDWARE	SPECTADRAW	Print'n'plotter Products
					MICROSPHERE
					ANIROG

## Look at some of the things you'll miss if you don't visit the next ZX Microfair.

Are you missing out on everything that's right for your ZX machine?  
Do you want to see the latest developments in hardware, software,  
books, peripherals and gizmos?

Then there's only one venue that's a must for you.  
The 10th ZX MICROFAIR at ALLY PALLY on the 4th February 1984!

**GET YOUR  
ADVANCE TICKETS  
NOW!**  
**10th ZX Microfair.**  
**Ally Pally February 4th.**

Saturday 4th February 10am-6pm  
ALEXANDRA PAVILION, ALEXANDRA PARK, WOOD GREEN, LONDON N22  
Advance Tickets from: Mike Johnston, 71 Park Lane, Tottenham, London N17 0HG.  
Prices: Adults £1 Kids (under 14) 50p. Parties of 10 or more at 10% discount!  
Please make cheques payable to ZX MICROFAIR and enclose S.A.E.

Prices at the door: Adults £1.25, Kids 60p

Exhibitors — phone Mike Johnston on 01-801 9172 for details!

There's hundreds of exhibitions, lots of bargains, and usual friendly  
atmosphere with a Bring-and-Buy Sale, User Groups, Refreshment  
areas, and bars!

All in all a good day out... and a good chance to see everything  
concerned with Sinclair Machines!

**By British Rail**  
From London (Kings Cross or Moorgate) — about every 10  
minutes to Alexandra Palace station — free shuttle bus or  
short walk from there!

**By Road**  
Follow signs from the A1 (Links with M1 and North Circular). Plenty of parking space available!  
Variety of routes from Central London.

**By London Transport**  
Underground: Victoria Line from Victoria (also  
Oxford Circus, Kings Cross/St Pancras) to  
Highbury and Islington — change (cross  
platform) to BR Suburban Service to  
Alexandra Palace — free shuttle bus or 5  
minute walk from there!  
Alternative: Piccadilly Line (from Heathrow  
etc) to Finsbury Park or Wood Green — Link  
with W3 bus service to the fair.

From any part of the U.K. enquire from Kings Cross Travel  
Centre, London N1 9AP (phone 01-278 2477) about special  
day trips to the ZX MICROFAIR!

**10th  
ZX MICROFAIR**  
**ALEXANDRA PALACE**  
**FEBRUARY 4th 1984**





```

905 RESTORE 1000
910 TRAP 30120:READ A,B,C,D,E
912 IF E=0.5 THEN E=0.35
915 SOUND 1,B,10,7
917 SOUND 2,C,10,7
918 SOUND 3,D,10,7
920 FOR I=15 TO 2 STEP -(SPEED/E)
930 SOUND 0,A,10,1
950 NEXT I:F=F+1:GOTO 910
1000 DATA 162,64,0,0,1
1010 DATA 81,64,00,0,1
1020 DATA 128,64,0,0,.5
1030 DATA 60,000,0,0,.5
1040 DATA 57,000,0,0,.5
1050 DATA 53,00,00,0,.5
1055 REM
1060 DATA 40,128,0,0,1
1070 DATA 53,00,00,0,1
1080 DATA 60,108,0,0,1
1090 DATA 64,00,00,0,1
1095 REM

```

```

1100 DATA 243,72,0,0,1
1110 DATA 96,000,0,0,1
1120 DATA 121,00,0,0,1
1130 DATA 60,00,00,0,1
1135 REM
1140 DATA 144,47,0,0,1
1150 DATA 60,47,0,00,1
1160 DATA 121,47,0,0,1
1170 DATA 60,00,0,00,1
1175 REM
1180 DATA 162,72,0,0,1
1190 DATA 108,72,0,0,1
1200 DATA 121,72,0,0,0.5
1210 DATA 76,00,00,0,0.5
1220 DATA 72,00,00,0,0.5
1230 DATA 68,00,00,0,0.5
1235 REM
1240 DATA 162,64,0,0,1
1250 DATA 000,53,0,0,1
1260 DATA 128,60,0,0,1
1270 DATA 000,64,0,0,1
1275 REM
1280 DATA 193,72,0,0,1
1290 DATA 000,81,0,0,1
1300 DATA 114,85,0,0,1
1310 DATA 000,81,0,0,1
1315 REM
1320 DATA 217,64,0,0,1
1330 DATA 81,64,00,0,1
1340 DATA 121,72,85,0,1
1350 DATA 108,00,0,0,1
1360 DATA 162,64,0,0,1
1370 DATA 81,64,00,0,1
1380 DATA 128,64,0,0,.5
1390 DATA 60,000,0,0,.5
1400 DATA 57,000,0,0,.5
1410 DATA 53,00,00,0,.5
1415 REM
1420 DATA 40,128,0,0,1
1430 DATA 53,00,00,0,1
1440 DATA 60,108,0,0,1
1450 DATA 64,00,00,0,1
1455 REM
1460 DATA 243,72,0,0,1
1470 DATA 000,72,0,0,1

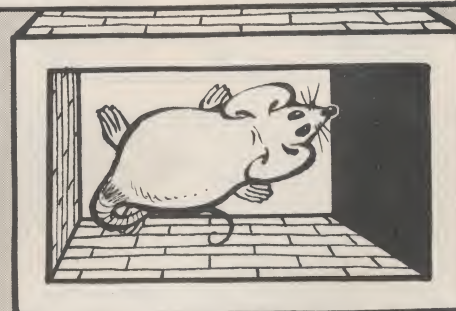
```



```

1480 DATA 121,00,0,0,1
1490 DATA 60,00,00,0,1
1495 REM
1500 DATA 153,47,0,0,1
1510 DATA 64,47,00,0,1
1520 DATA 108,47,0,0,1
1530 DATA 53,000,0,0,1
1535 REM
1540 DATA 144,57,0,0,1
1550 DATA 000,60,0,0,1
1560 DATA 121,64,0,0,1
1570 DATA 000,72,0,0,1
1575 REM
1580 DATA 217,81,0,0,1
1590 DATA 000,85,0,0,1
1600 DATA 108,64,0,0,1
1610 DATA 000,72,0,0,1
1615 REM
1620 DATA 162,72,0,0,1
1630 DATA 60,72,00,0,1
1640 DATA 81,128,0,0,1
2000 J=INT(20*RND(0))
2010 K=INT(20*RND(0))+4
2020 COLOR ASC("z"):PLOT J,K:RETURN
3000 IF XX<0 THEN XX=0
3010 IF XX>19 THEN XX=19
3020 IF YY<4 THEN YY=4
3030 IF YY>23 THEN YY=23
3035 Q=Q-1

```

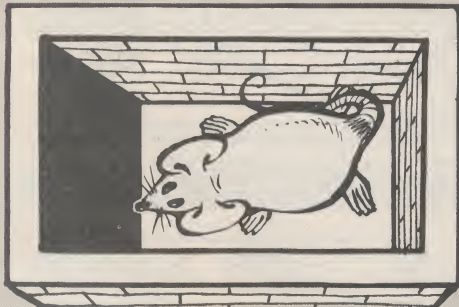
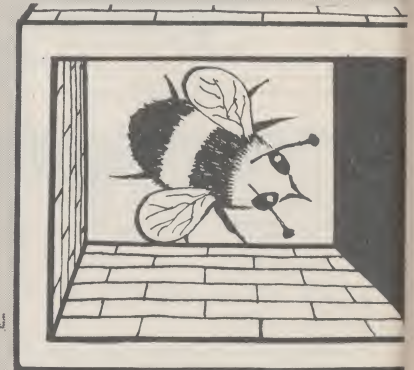




```

3040 GOTO 46
4000 J=INT(20*RND(0))
4010 K=INT(20*RND(0))+4
4020 COLOR ASC("a"):PLOT J,K:RETURN
5000 IF A=ASC("%") THEN L=L-1:Q=Q-1:FOR I=1 TO 100:SOUND 0,255,10,10:
NEXT I:SOUND 0,0,0,0:XX=XX-H:YY=YY-V:RETURN
5010 L=L-2:Q=Q-1
5020 FOR I=15 TO 0 STEP -0.5
5025 SETCOLOR 4,15,I
5030 SOUND 0,55,8,I:NEXT I:SETCOLOR 4,0,10
5035 COLOR ASC(" "):PLOT XX+H,YY+V
5040 RETURN
5050 GOTO 5050
5000 FOR G=0 TO 15:COLOR ASC(" "):PLOT 0+G,0+G:DRAWTO 19-G,0+G:DRAWTO
19-G,23-G
6010 DRAWTO 0+G,23-G:DRAWTO 0+G,0+G:NEXT G:RETURN
7000 IF Q>HI THEN HI=Q
7005 FOR I=1 TO 500:NEXT I:GOSUB 30000
7010 L=5:Q=0:SCREEN=1:GOTO 11
18000 REM NEW CHAR SET
18010 REM *****
18015 RESTORE 18320
18020 DIM A(8),ANS$(3),R$(1),F$(15),NAME$(12),ANS2$(3)
18040 MEMTOP=PEEK(106):GRTOP=MEMTOP-4
18050 POKE 106,GRTOP:GRAPHICS 1+16:CHROM=PEEK(756)*256
18140 CHRAM=GRTOP*256:POKE 756,GRTOP
18210 FOR N=0 TO 1023:POKE CHRAM+N,PEEK(CHROM+N):NEXT N
18260 FOR K=1 TO 4:READ R$:R=ASC(R$)
18270 IF R<32 THEN R=R+64
18280 IF R<96 THEN IF R>31 THEN R=R-32
18300 FOR I=0 TO 7:READ A:A(I)=A:B=I+R*8+256*GRTOP:POKE B,A:NEXT I:NEXT K

```



```

18320 DATA %
18330 DATA 126,126,126,0,231,231,231,0
18335 DATA a
18340 DATA 126,129,165,129,195,189,129,126
18350 DATA z
18360 DATA 126,255,219,255,255,231,219,255
18370 DATA 0
18380 DATA 4,8,16,24,126,255,126,24
18500 RETURN
20000 XX=XX-H:YY=YY-V:RETURN

```

```

30000 SETCOLOR 0,8,2:SETCOLOR 2,3,4:SETCOLOR 4,0,10:SETCOLOR 1,14,5:
SETCOLOR 3,0,0
30002 GOSUB 6000
30003 POSITION 0,1
30005 REM ALL OF THE FOLLOWING SHOULD BE PRINTED IN INVERSE, EXCEPT z &
start

```

```

30006 ? #6;" "
30007 ? #6;" "
30008 ? #6;" "
30009 ? #6;" z"
30010 ? #6;" % % % % z % %"
30020 ? #6;" % % % % % % % %"
30030 ? #6;" % % % % % % % %z%"
30040 ? #6;" % % % % % % %"
30050 ? #6;" % % % % % % % %a %"
30060 ? #6;" %z% % % % % % %"
30070 ? #6;" % % % % % % % %a %"
30080 ? #6;" "
30085 ? #6;" hi score = ";HI+1
30087 ? #6;" "
30090 ? #6;" PRESS start TO PLAY"
30100 IF PEEK(53279)<>6 THEN 30100
30110 GOTO 900
30120 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2,0,0,0:RETURN

```





**Nothing will affect you  
(and your school or college)  
more than...**



We'll send you  
a sample copy of  
**EDUCATIONAL COMPUTING**  
for just £1.00 — write to:

Valerie Day  
**EDUCATIONAL COMPUTING**  
Durrant House  
8 Herbal Hill  
London EC1 5EJ

**EDUCATIONAL  
COMPUTING**

(Cheques made payable to EDUCATIONAL COMPUTING)

# HIRE SPECTRUM SOFTWARE

## CHOOSE FROM OUR VAST RANGE

FREE 20 page CATALOGUE with full details of our range of over 180 different programs for the ZX SPECTRUM. All hired with the consent of the publishers. Whether you prefer to ZAP aliens, get lost in an adventure game, EDUCATE your children, CALCULATE the family finances or COMPILE machine code programs WE HAVE THE RIGHT TAPES FOR YOU TO HIRE.

### FAST SERVICE

We stock several manufacturers original copies of each tape, and can normally despatch your tapes the day we receive your order, and we always use first class post.

### LOWEST PRICES

We believe our prices are the lowest of any library, yet we offer the LARGEST range of titles. TWO WEEKS HIRE OF ANY TAPE COSTS JUST 80p (plus 40p p&p).

### FREE TAPE HIRE

For a limited period, we will send your first tape (your choice) FREE, so join our library now. You can't afford NOT to!!! If you've tried another library and are wary of our claims send a stamp and we'll gladly send you a copy of our catalogue - we're confident you'll join when you see it!!!



**NATIONAL  
SOFTWARE  
LIBRARY**

200 Mulgrave Road,  
Cheam, Surrey SM2 6JT

I enclose cheque for £6.00 for LIFE MEMBERSHIP and I understand that my first tape hire will be FREE. If, within 28 days, I'm not delighted with your service you'll refund my membership fee.

Name \_\_\_\_\_

Address \_\_\_\_\_

CVG 1

## TASK-SHIP

This is the ultimate in scramble type games for the Dragon K32. Redesign your own caverns, if ours are to easy!

**PF**

## PROGRAM FACTORY LTD

... are pleased to announce that they have acquired all rights to market Programmer's Guild software for the Dragon computer, to complement their existing range. Programmer's Guild is an American-based company producing quality machine-code programs. We have a wide range of software, including titles for the Oric-1, Colour Genie, CBM 64, Spectrum, Dragon and T1-99/4A, and they all come in attractive dustproof video cases. Call in at your local software dealer to view the games or contact us at the address below for 24-hour delivery. Send stamped, addressed envelope for catalogue.

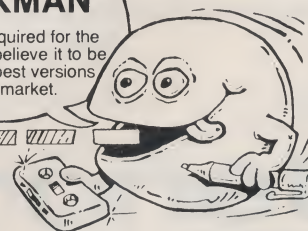
TRADE ENQUIRIES TO YOUR USUAL  
DISTRIBUTOR

## NINJA WARRIOR

Original Arcade game. Move from lowly white belt to the ultimate warrior — Ninja Grandmaster

## PUCKMAN

Recently acquired for the VIC 20. We believe it to be one of the best versions on the market.



Fill in the order form and sent to:  
**PROGRAM FACTORY LTD, 39, Railway Road, Darwen, Lancashire**  
Tel: (0254) 776677

Please rush me the following games (tick box). Cheques payable to Program Factory Ltd. All prices include VAT, postage & packing.

### ORIC-1

- ☐ Invaders £6.99  
☐ Treasure House £6.99

### SPECTRUM

- ☐ Kempston Joystick Adaptor £6.99

### DRAGON K-32

- ☐ Taskship £8.95  
☐ Ninja Warrior £8.95  
☐ Pacdroids £8.95  
☐ VIC-20  
☐ Puckman £6.99

Telephone orders accepted by credit card

- ☐ ACCESS ☐ VISA

£ \_\_\_\_\_  
Total enclosed

Name (BLOCK CAPITALS PLEASE) \_\_\_\_\_

Address \_\_\_\_\_

Signature \_\_\_\_\_

CVG Feb 84

## INVADERS

The original Arcade game brought to life on the Oric-1. All the usual features plus a few surprises.



Sometimes even  
the best of friends  
need something  
new to say  
to each other...



“I want

To get that excited feeling back again.  
Lots more software. But I can't afford it all the time.  
Lots of new programs. I know all mine backwards.  
To swap notes with other people who love computers.  
*To know more about computers.* And to use what I know.  
Most of all I want my computer to do more!

and I don't want

To have a lot of hassle.  
Or spend a fortune.  
Or have to tramp for miles to find it all.”

Prestel™ and the Prestel symbol are trademarks of British Telecommunications.





## You get

An amazing new world of fun and learning. A system that puts more muscle into many popular makes of micro. Dozens of free computer programs and scores of exclusive software bargains. *Through your own 'phone line.* A whole sophisticated 2-way communication system. Prestel™ – the world's biggest viewdata system, under your control.

and you don't have to spend a fortune to get it all now.

MICRONET 800, Scriptor Court, 155 Farringdon Road, London EC1R 3AD Tel: 01-278 3143.

I would like full details on Micronet 800.

Name \_\_\_\_\_

Make/Model of Micro \_\_\_\_\_

Address \_\_\_\_\_

Telephone \_\_\_\_\_

MICRONET 800, Scriptor Court, 155 Farringdon Road, London EC1R 3AD Tel: 01-278 3143.

CVG2

# micronet 800

## It's enough to blow the mind of any micro



One of the many faces on Prestel





## STOP PRESS: NEW SPECTRUM DOMINOES 16K/48K £4.95

### ZUCKMAN

ZX81 (16K)

- \* ALL MACHINE CODE (10K)
- \* FOUR INDEPENDENT GHOSTS
- \* HIGH-SCORE 'HALL OF FAME'
- \* AUTHENTIC ARCADE ACTION
- \* TITLE/DISPLAY MODE

ONLY £4.95 INC. P&P

### ★ ZX Spectrum <sup>New</sup>

New

FROGGY 16K or 48K

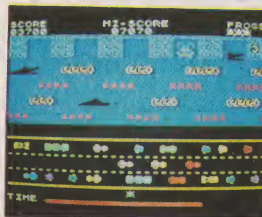
SPECTRUM VERSION OF ARCADE GAME WITH FULL ARCADE FEATURES:-

- \* Fabulous Hi-Res Colour Graphics
- \* Authentic Sound Effects + 3 Tunes
- \* 3-D Logs, Swimming & Diving Turtles
- \* 3 Lanes of Multi-coloured vehicles
- \* On-screen Score, Hi-Score, Time-bar
- \* Snake, Alligators and Baby Frog
- \* Top 5 High Score initials table
- \* Demonstration Game routine

Your home-sick frog must leap across a busy main road, then onto logs and turtles in the river to reach safety of the river-bank frog-homes.

THIS MACHINE-CODE GAME MUST BE SEEN TO BE BELIEVED!!

ONLY £5.95 INC. P&P

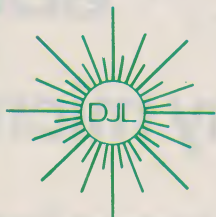


### FROGGY

ZX81 (16K)

- \* MOVING CARS, LOGS, TURTLES
- \* ALLIGATORS, DIVING TURTLES
- \* FOUR 'SCREENS' OF ACTION
- \* ALL ARCADE FEATURES
- \* ENTIRELY MACHINE CODE

ONLY £4.95 INC. P&P



## DJL SOFTWARE

DEPT CVG, 9 TWEED CLOSE, SWINDON,  
WILTS SN2 3PU Tel: (0793) 724317

Trade enquiries welcome Export Orders: Please add £1.00 per tape airmail  
Dealer enquiries: Tiger Distribution, 4 Victoria Road, Widnes, Cheshire.  
051-420 8888.

### ORDER FORM

Name .....

Address .....

Please send me the following .....

I enclose cheque/P.O. No ..... for £ .....

SEND TO: DJL Software, Dept CVG, 9 Tweed Close, Swindon, Wilts SN2 3PU.



**T**his issue of *Computer and Video Games* is choc-a-bloc with masses of great games listings — 48 extra fun filled pages — so let's not hang about! Program Extra has two tips for micro-programmers and a new feature, Down to Basics, but let's kick off with a look at David Waterfield's game for the BBC — Reversi.

**D**avid Waterfield's game Reversi is a very good example of a well written program, tackling difficult problems with excellent ideas and short snappy programming. This is highlighted by David's approach to solving the problem of drawing up the playing board without having to write a game the length of a novel. Using FOR NEXT loops and lots of variables, David has managed to write a really compact little routine to do the job.

**T**his has inspired Program Extra to encourage you to get programming. So we have come up with a short procedure to create a chess or draughts board on the BBC computer. The program can be easily modified to suit your needs. And if you feel like creating a brand new board game of your own it will help too!

**T**his short program for the BBC demonstrates how it's possible, with a good programming style, to write short listings to solve problems that appear to be complex and tiresome.

Drawing a chess board is an excellent exercise to attempt, because it involves some tricky problems, but also requires the programmer to structure the routine or else succumb to writing reams of code and end up with a very messy game. The program uses two loops, one to draw each row of squares and the other to draw each column.

The IF . . . THEN statements are used to decide if a row begins with a black or white square and variables are used throughout to carry the drawing co-ordinates and the colour to be used for filling. Furthermore, the entire routine is held in a defined procedure which can be easily incorporated into any program with ease.

```
10MODE4
20Y=150:X=150
30A=1:T=100
40PROCBOARD
50END
60DEFPROCBOARD
70FORR=1TO8
80FORC=1TO8
90IFC MOD2=A THEN GCOLO,OELSE
GCOLO,7
100MOVEX,Y:DRAWX,Y+T
110DRAWX+T,Y+T
```

```
120PLOT85,X+T,Y+T:X+T
130NEXTC
140Y=Y+T:X=150
150IFR MOD2=1 THEN A=0 ELSE A=1
160NEXTR
170ENDPROC
```

**I**n our last issue, Down to Basics discussed the merits and demerits of Basic and its rivals. This month we'll be taking a closer look at Basic's structure and hopefully get a greater understanding of how it operates. First of all we should take a look at the heart of all computers, the microprocessor.

**T**he microprocessor is the most important chip in a computer. If you've ever seen inside a micro, chances are that the largest chip in there would have been the microprocessor itself. It is also known as the Central Processing Unit, or CPU and this name helps you understand what it does.

The CPU is the chip which controls all the others and which actually does the work when you run your program. If a calculation needs doing, which happens hundreds of times every second, the numbers are brought from the memory chips into the CPU which does the work, and then places the answer back into a memory chip.

Whenever you see something moving across the screen in a game, it is the CPU which is controlling that movement. The way it's done is to put the character you wish to move at a point on the screen. Then, after a very short delay, erase it and put it slightly further along. If you keep doing this fast enough the object will appear to move.

The important thing to realise about the CPU is that, although it can work very fast (it could easily handle many thousands of long multiplications in less than a second), it can only do one thing at a time. So if your computer is playing a game of Pacman, the computer can't move that ghosts around the screen, make the sound effects and check to see what keys you're pressing all at the same time. Programmers get round this problem by making the CPU do each job for a short time in turn. If the program is well written, this should happen fast enough to give the impression that all is happening at once.

**T**hat about winds it up for this issue except to remind you that if you have any problems with the listings in *C&VG*, or just want to learn more about how the games work, drop Program Extra a line to *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Write to Program Extra at *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Please mark your letters "Program Extra". Remember we'll pay £10 for any tips or short programs we print.

PROGRAM EXTRA



# VISION STORE

South London's  
Largest Software  
Centre

We stock over **1,000**  
programs on cassette, cartridge  
and disk for most micros.

**Continuous  
Demonstrations**

**NOW INTEREST FREE CREDIT**

## GAMES • EDUCATIONAL • BUSINESS

Just a small selection of our vast inventory of software is shown here. We carry all the popular titles of arcade games for all the leading Micro Computers. Plus educational programs for 5 year olds to 'O' level standard and Business application software.

ON Micro Computers and Peripherals from

BBC • Acorn • Commodore • Sinclair •  
Atari • Dragon • Texas • Oric • Epson •  
Seikosha • Star • Shinwa • etc ...

Call in or phone for full details.

### TOP SELLING SOFTWARE

Program	Supplier	Machine	
Atic ATAC	Ultimate	Spectrum	£5.50
Planetoids	Acornsoft	BBC	£9.95
Kong	Anirog	CBM64	£7.95
Snooker	Acornsoft	BBC	£9.95
Flight			
Zero-one-			
seven	AVS	VIC-20	£6.95
Jumpman	Epyx	Atari/CBM64	
		(Cass/Disk/ROM)	£29.95
Gridrunner	Llamasoft	Atari	£7.50
Daredevil			
Dennis	Vision	BBC	£7.95
Crazy Caveman	Merlin	CBM64	£7.95
Crypt	Carnell	Spectrum	£4.95
Tempest		Atari	£29.95
Fort Apocalypse	Showcase	Atari/CBM64	£24.95
Shamus	Showcase	Atari/CBM64	£24.95
Zork I II III	Infocom	Atari (Disk)	£29.95
Temple of Apsha	Epyx	Atari/CBM64	
		(Disk/Cass)	£29.95
Cuddly Cubet	Interceptor	CBM64	£7.95

Valhalla	Legend
Lunar Jetman	Ultimate
Manic Miner	Bug-Byte
3-D Ant Attack	Quicksilva
Splat!	Incentive
Kong	Ocean
Jet Pac	Ultimate
Hovver Bover	Llamasoft
Bugaboo	Quicksilva
Siren City	Interceptor
Metagalactic	
Llamas at the	
Edge of Time	Llamasoft
Transylvanian	Richard
Tower	Shepherd
Jet Pac	Ultimate
The Fabulous	
Wanda &	
the Secret of	
Life the	
Universe	
& Everything	Games Machine
Penetrator	House
	Melbourne
Zzoom	Imagine

Spectrum	£14.95
Spectrum	£5.50
Spectrum	£5.50
Spectrum	£6.95
Spectrum	£5.50
Spectrum	£5.95
VIC-20	£5.50
CBM64	£7.50
Spectrum	£6.95
CBM64	£6.95
VIC-20	£6.00
Spectrum	£5.95
Spectrum	£5.50
CBM64	P.O.A.
House	
Spectrum	£6.95
Spectrum	£5.50

Pyramid	Fantasy	Spectrum	£5.50
Purple Turtles	Quicksilva	CBM64	£7.95
Vortex Raider	Interceptor	CBM64	£6.95
Hustler	Bubblebus	CBM64	£7.95
H-Expert	Anirog	CBM64	£7.95
Tranz Am	Ultimate	Spectrum	£5.50
747 Flight			
Simulation	Doctorsoft	BBC	£7.95
Harrier Attack	Martech	Oric	£7.95
Skyhawk	Quicksilva	VIC-20	£6.95
Arcadia	Imagine	Spectrum	£5.50
Attack of the			
Mutant			
Camels	Llamasoft	CBM64	£7.50
Moon Buggy	Anirog	CBM64	£7.95
Games Designer	Quicksilva	Spectrum	£14.95
Hungry Horace 64	Melbourne		
	House	CBM64	P.O.A.
Crazy Kong	Interceptor	VIC-20	£6.00
Gridrunner	Quicksilva	Spectrum	£6.95
Arcadia	Imagine	VIC-20	£5.50

All the above software is available on cassette unless otherwise stated.  
**All Prices include VAT**

**Vision Store KINGSTON**  
3 Eden Walk Precinct, Kingston, Surrey.  
Tel: 01-546 8974



**Vision Store CROYDON**  
96-98 North End, Croydon, Surrey.  
Tel: 01-681 7539

## E & E ENTERPRISES LTD.

PO BOX 8, SALTASH, CORNWALL

**ATARI VCS**

**TEXAS TI99/4A**

**MATTEL INTELLIVISION**

**TWO FOR THE PRICE  
OF ONE FROM E & E**

**COLECOVISION ATARI 400, 600XL, 800, 800XL**

YES, to celebrate our second birthday we are offering membership of both our T.V. Games Hire Club and our Computer Software Hire Club for the price of a single membership!

Brighten your winter evenings with the very latest games such as Robot Tank, Popeye, Tutankham, Super Cobra, Q-Bert, Dig Dug, Fathom and Moon Sweeper.

Just £10 will bring you Life Membership of both of our clubs. Rental is from only 25p a day, with no postal or packaging charges and no hidden extras. Membership also entitles you to purchase software, cartridges and consoles at special discount prices.

**REMEMBER BIG BROTHER (AND ALL OF  
THE FAMILY) ARE WATCHING US IN 1984.**

## SOFTWARE LIBRARY

FOR

## SPECTRUM

Low cost weekly hire of the best arcade games, adventures, utilities, languages and business programs.

- Membership only £6.00 for 12 months.
  - Program hiring from only 80p (plus 25p p&p).
  - Free fully descriptive catalogue for members.
  - New titles constantly being added.
  - Purchase new programs at discount prices.
  - Return of post service.
  - All tapes despatched using first class post.
  - We have full permission and licences from the leading software publishers, to whom royalties are paid.
- Compare these features with our competitors and you will see why more Spectrum owners are joining the Kernow Software Library. Join today by clipping the coupon below or send a S.A.E. for further details.

☐ YES, please send me my free catalogue and selection sheet. I enclose my £6 cheque/Postal Order.

NAME .....

ADDRESS .....

.....

TEL .....

Send to:

**KERNOW SOFTWARE LIBRARY**  
(Dept. CVG)

55 ELIOT DRIVE, ST GERMAN'S  
SALTASH, CORNWALL PL12 5NL



# LONDON HOME COMPUTER SHOW

WE'RE SORRY THAT WE  
HAD TO CANCEL THE  
SHOW

## NEW GAMES FOR ATARI

400, 800 and XL series

Top Quality at Low Prices

- \* Super 3D Graphics
- \* Very Fast Arcade Action
- \* 100% Machine Code

### SHATABLAST

© 1983

Joystick  
Operation

You are in the defence ship. The missiles are targeted on you. Only your quick reflexes and accurate shooting can prevent total disaster and the mineral wealth of the Moon Titan falling into alien hands. Can you stop them? Order Shatablast and try

Price £8.95 including postage and packing

### CYBERNOME

Joystick  
Operation

The world's first biochemical computer is buried deep within the moon's surface.

Object: To synthesise food stuffs direct from sunlight. The problems of gastronomical boredom and famine are solved forever, but wait — what happens when Cybernome takes over — want to know more? Order Cybernome.

Price £8.95 including postage and packing.

Cheques and Postal Orders to:

Leisure and Business Developments Ltd., 125 Melody Road, Biggin Hill, Westerham, Kent TN16 3PL.

Dealers contact 09594 75132



**FREEPOST  
SERVICE!**

# CRASH

MICRO GAMES ACTION

☒ Please tick the titles  
you wish to purchase

Silversoft: ☐ SLIPPERY SID 16 £5.95 ☐ STARSHIP -  
ENTERPRISE 48 £5.95 ☐ CYBER RATS 16 £5.95 \*\*\*\*\*

Soft: ☐ OSTRON 16 £5.95 ☐ MONSTERS IN HELL 16....  
£5.95 ☐ FIREBIRDS 16 £5.95 ☐ ROBON 16 £5.95 .....

☐ REPULGAR 16 £5.95 \*\*\* ☐ D.J.L.: ☐ FROGGY 16 £5.95\*\*\*\*\*

New Generation: ☐ ESCAPE 16 £5.95 ☐ KNOT IN 3D 48 £5.95

☐ 3D TUNNEL 16 £5.95 \*\*\* ☐ Lothlorien: ☐ REDWEED 48 £5.50

☐ JOHNNY REB 48 £5.50 \*\*\* ☐ Fantasy: ☐ PYRAMID 48 £5.50 \*\*\*

Hawson: ☐ 3D SPACE WARS 16 £5.95 ☐ QUEST 48 £5.95 ☐ HEATH-

ROW A.T.C. 16 £7.95 \*\*\* ☐ Protek: ☐ AIRLINER 48 £5.95 \*\*\* ☐ J.K. Greve: ☐ 3D VORTEX 16 £5.95 \*\*\*\*\*

Mikropen: ☐ MAD MARTHA II 48 £6.95 ☐ COSMIC RAIDERS 16 £5.95 ☐ SPACE ZOMBIES 16 £5.95 \*\*\*\*\*

Crystal: ☐ HALLS OF THE THINGS 48 £6.50 ☐ DUNGEON MASTER 48 £6.95 ☐ COSMIC GUERRILLA 16 £5.95

A.M.: ☐ JUNGLE FEVER 16 £6.90 ☐ PAINTER 48 £5.75 \*\*\* ☐ Addictive: ☐ FOOTBALL MANAGER 16/48 £6.95

C.R.B.: ☐ TEST MATCH 48 £5.95 ☐ RESCUE 48 £5.95 \*\*\* ☐ Hushon: ☐ SPECTRUM SAFARI 48 £5.95 \*\*\*\*\*

P.S.S.: ☐ MAZE DEATH RACE 16 £4.95 ☐ LIGHT CYCLE 16 £5.95 \*\*\* ☐ Abbex: ☐ E.T.X. 16/48 £5.95

☐ FAUST'S FOLLY 16 £5.95 \*\*\* ☐ Automata: ☐ PIMANIA 48 £10.00 \*\*\* ☐ C.C.S.: ☐ DALLAS 48 £6.00

☐ CORN CRUDDER 48 £6.00 \*\*\* ☐ Shepherd: ☐ EVEREST ASCENT 48 £6.50 ☐ SUPER SPY 48 £6.50 ..

☐ INVINCIBLE ISLAND 48 £6.50 ☐ DEVILS OF THE DEEP 48 £6.50 \*\*\* ☐ DK Tronics: ☐ 3D TANX 16

£4.95 ☐ FRUIT MACHINE 48 £4.95 ☐ GOLDMINE 16 £4.95 ☐ JAWZ 16 £4.95 \*\*\* ☐ Artic: ☐ COSMIC

DEBRIS 48 £4.95 ☐ GALAXIANS 16 £4.95 ☐ 3D COMBAT ZONE 48 £5.95 \*\*\* ☐ Workforce: ☐ DO NOT

PASS OUT 48 £6.95 \*\*\* ☐ Sunshine: ☐ GALAXY ATTACK 48 £5.95 ☐ ANDROIDS 48 £5.95 \*\*\*\*\*

All prices shown include VAT & postage.

Name

Address

Postcode

CRASH MICRO, FREEPOST (No stamps), LUDLOW, SHROPSHIRE SY8 1BR ☎ 0584 5620

W12

BRITAIN'S  
BIGGEST  
RANGE

OF SPECTRUM GAMES BY MAIL!

**SPECIAL INTRODUCTORY OFFER!**

(only with this coupon)

£1 off purchase price for 2 cassettes

£2 off purchase price for 3 cassettes

(subtract from the total on the order form)

Please send me your catalog only

I enclose 50p (stamps or P.O.)

which I understand will be refunded with  
my first purchase

No stamps needed! Just use  
the FREEPOST address below.

\*Please make checks & postal orders payable to CRASH MICRO.

**TOTAL ENCLOSED**

(Remember to  
subtract offer  
amount)



# JAPAN

## the land

Once upon a time, Namco was a rather obscure company which manufactured small fairground rides which were placed on the top of department stores to keep the kids happy while their mums went shopping.

The turning point came when Namco bought up Atari Japan Inc. in 1974. Although Atari was the world leader in the video game industry at that time, it did rather badly in Japan due to lack of experience.

Despite some financial difficulties at the outset Namco went on to do some basic research into the American video games technology.

So it was not until 1977 that their first product, *Galaxians* invaded the Japanese arcades. The timing was just right. People were getting fed up with the original *Space Invaders* and wanted something new.

*Galaxians* did exceedingly well but their best seller was still a gleam in a hungry software experts eye.

When Namco released Pacman the company's profits rocketed.

The idea of Pacman was devised by one of Namco's software specialists. One day he was so hungry that he imagined himself eating a pizza. This train of thought led him to picture a pizza with a piece cut off, looking as if the bigger portion was trying to eat the smaller one. Then he thought to himself: "Why not write a game about eating?"

From this bright idea Namco's development team added various ideas such as the ghosts and the power pills and unleashed a little yellow monster on the world!

Contrary to the popular belief Pacman is Japanese; Atari merely holds the rights to produce the home computer and home video versions.

All in all the game took about 12 months to develop. The name Pacman derives from the Japanese word "paku paku" which describes the movement of the mouth when eating.

The reason for the great commercial success of Pacman — apart from the originality of the game — is attributed to

**Japan was the only country in the world which had to mint more coins in order to satisfy the enormous demand created by the arcade boom caused by the original *Space Invader* machines. The company which created those first *Invader* machines made a huge killing while arcade centres and even *Space Invader* coffee houses sprung up like mushrooms. People queued for hours to play the *Invaders*.**

**All this led to the creation of more than 200 companies trying to cash in on the very lucrative arcade industry. This is a story of one such pioneer of the arcade video games, Namco. Virtually unknown in this country, Namco is the most exciting arcade company in Japan.**

**When the *Space Invader* boom began to wane, the game was quickly followed by the *Galaxian*. This development of the alien invader theme was an instant success. *Galaxian* was Namco's very first video game and since then the company have gone from strength to strength. Tom Sato looks at the Japanese video boom.**

the fact that Namco licensed two American companies to produce Pacman for the U.S. market.

Thanks to Atari, the U.S. market is about five times that of Japan and about 10 times that of Europe.

Namco licensed Midway to produce the coin operated arcade machines and Atari to sell the home video game versions of Pacman.

Atari splashed out on a national T.V. advertising campaign and soon Pacman became a household word. The sales of the Pacman cartridge can only be described as explosive! Namco earned millions from the royalties.

The reason why Atari sued Commod-

ore and others over breach of copyright of Pacman is simple. While Atari paid millions to Namco, Commodore and the rest of the copycats didn't pay a cent.

But the licensing of Pacman didn't stop at the video games. Soon, there was Pacman sports gear and Pacman toys everywhere.

It is said that Namco earned more than three times as much from royalties generated by the Pacman character than from the actual video game! *Time* magazine commented, in April 1982, that Pacman's income will exceed that of the movie *Starwars*!

Apparently, one cornflake manufacturer put a Pacman picture on the packaging and the sales took off.

However, all is not well for Namco. In Japan, there are people who pirate arcade games. Although it may appear to be rather difficult to produce "clones" of sophisticated arcade machines, there are a number of technological pirates about in Japan.

Namco has no less than 20 full-time detectives investigating piracy, using sophisticated spying equipment to catch the pirates.

Last year, Namco developed the now hugely successful Atari game called *Pole Position*. The development of *Pole Position* cost the company well over three-quarters of a million pounds and has some of the most convincing graphic 3D effects so far seen on an arcade machine. It incorporated some custom made integrated circuits in order to prevent the pirates making "clones" using commercially available micro-chips.

It sounds incredible — but within two months, there were pirated *Pole Position* machines available on the black market at half the price of the original!

This time Namco was determined to catch the pirates red handed so they sent out all of their detectives to monitor known secret laboratories and hide outs.

The whole operation came to a dramatic Hollywood style end when they tailed a truck believed to be on its way to pick up a consignment of illegally produced *Pole Position* machines.

They eventually reached a secret factory 1,000 miles away from Tokyo and apprehended several pirates and confiscated 20 "clones", renamed *Top Position*. Sounds like something out of *The Sweeney*, doesn't it?

So how do the pirates make these "clones"? As soon as an original arcade machine is released they get hold of one and disassemble it, obtaining photographs of the printed circuit boards and names of the chips it uses.

The custom-made chips are opened



# nd of the rising clone



up and analysed using micro-photographic equipment. Once they work out how the chip works they then produce a circuit to do exactly the same thing.

This process is called "reverse technology" and the ironic thing is that much of Japanese industry started off using this technique.

The pirates who analyse the originals are quite skilled, and are sometimes engineers working for large computer manufacturers and moonlighting. They are equipped with mainframe computers and electronics equipment costing hundreds of thousands of pounds. They see creating a "clone" as a challenge.

They pass-on the information to other pirates whose exclusive function is to set up an overnight factory in a remote part of Japan and mass produce the "clones". The marketing is handled by other pirates who specialise in this field. The whole operation is master-minded by organised crime syndicates.

They regard arcade piracy as being safer than drug trafficking.

Namco has just released a sequel to Pole Position called Pole Position Pt II. It gives you choice of four racing circuits

and the backgrounds are more detailed than before.

Most arcade players in Japan really go in for convincing backgrounds and in Pole Position Pt II, there is one circuit which has a multi-level crossing and a fairground with a big wheel and roller-coasters! Also the car crashes in a more realistic fashion. You see the car break up into bits while the wheels bounce away from the crash if you are unlucky enough to go off the road.

Just recently, two companies released laser-disc motor-racing games and it looks as if Namco could have been outsmarted by them.

Taito's Laser Grand Prix (C&VG, November) uses Laser vision which provides actual scenes from Fuji Speedway. The visual and sound effects are superb. Tazmi has a Pole Position-like game with no less than three screens to fill the whole of your field of view!

But one arcade fanatic commented that Namco always comes up with something really original. I think he is right. In 1984 I believe that Namco will release something extraordinary using laser technology.

The current trend in arcade games in Japan are sport simulations. There are now arcade games which feature anything from water-skiing to women's volleyball! It is very likely that there will be a convincing flight simulator game next year.

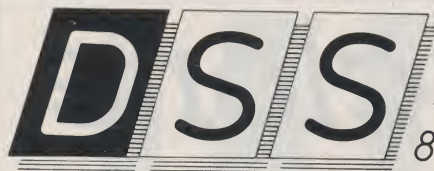
Another trend is towards micro computer software. Due to the fact that Sinclair's cheap micros never reached Japan and Atari's absence from Japanese home video game system market meant that the games software industry for home micro is relatively new in Japan.

Since there is a law in Japan to protect arcade games there is a lack of computer games converted from the arcade favourites. There is an awful lot of illegal stuff about, though!

Sega Enterprises — they made Frogger, Zaxxon and Buck Rogers, Planet of Zoom — have produced their own micro called the Sega 3000 to sell their original arcade games.

Namco too has joined forces with one of the leading software distributors called Dempa. Their first offering was, predictably, Pacman!





# DISCOUNT SOFTWARE SUPPLIES

8 PORTLAND ROAD LONDON W11 4LA 01-221 1473

**AMAZING SOFTWARE BARGAINS BY MAIL, 100's OF TITLES AVAILABLE!  
TELEPHONE ORDERS WELCOME. WRITE OR RING NOW FOR FULL DETAILS**

Game	Supplier	RRP Inc. VAT	Our Price Inc. VAT	Game	Supplier	RRP Inc. VAT	Our Price Inc. VAT
<b>SPECTRUM</b>				Metagalactix Llamas	Llamasoft	6.00	4.99
Manic Miner	Bug Byte	5.95	4.95	Lazer Zone	Llamasoft	6.00	4.99
Hall of Things	Crystal	7.50	6.50	Matrix	Llamasoft	6.00	4.99
Dungeon Master	Crystal	7.50	6.50	Gridrunner	Llamasoft	5.00	4.50
Invasion of Body Snatchers	Crystal	7.50	6.50	<b>DRAGON 32</b>			
Rommel's Revenge	Crystal	7.50	6.50	Flight Simulator	PSS	7.95	6.95
Sea Harrier Attack	Durrell	5.50	4.50	Star Trek	PSS	7.95	6.95
Jungle Trouble	Durrell	5.50	4.50	Grand Prix	Salamander	7.95	6.95
3D Space Wars	Hewson	5.95	5.50	Night Flight	Salamander	7.95	6.95
Arcadia	Imagine	5.50	4.49	Everest	Salamander	7.95	6.95
Ah Diddums	Imagine	5.50	4.49	Gridrunner	Salamander	7.95	6.95
Zip Zap	Imagine	5.50	4.49	Monsters	Softek	7.99	6.95
ZZoom	Imagine	5.50	4.49	Transylvanian Tower	Richard Shepherd	6.50	5.50
Stonkers	Imagine	5.50	4.49	UGH	Softek	6.95	6.00
Valhalla	Legend	14.95	12.95	Leggit	Imagine	5.50	4.50
Penetrator	Melbourne House	6.95	5.95	<b>COMMODORE 64</b>			
Terror Daktil 4D	Melbourne House	6.95	5.95	Frog Run	Anirog	5.95	4.95
Kong	Ocean	5.90	5.20	3D Time Trek	Anirog	5.95	4.95
Armageddon	Ocean	5.90	5.20	Skramble 64	Anirog	7.95	6.99
Rescue	Ocean	5.90	5.20	Kong 64	Anirog	7.95	6.99
Hunchback	Ocean	5.90	5.20	Hexpert	Anirog	7.95	6.99
Mr Wimpy	Ocean	5.90	5.20	Moon Buggy	Anirog	7.95	6.99
Scrabble	Psion	15.99	13.99	Panic 64	Interceptor	7.00	5.99
Flight Simulation	Psion	7.95	7.50	Crazy Kong	Interceptor	6.95	5.95
Xadom	Quicksilva	6.95	5.95	Frogger	Interceptor	6.95	5.95
Aquaplane	Quicksilva	6.95	5.95	Sprite Man	Interceptor	6.95	5.95
Bugaboo Flea	Quicksilva	6.95	5.95	Attack of Mutant Camels	Llamasoft	7.50	6.50
3D Ant Attack	Quicksilva	6.95	5.95	Matrix	Llamasoft	7.50	6.50
Gridrunner	Quicksilva	4.95	5.95	Hovver Bovver	Llamasoft	7.50	6.50
Panic	PSS	5.95	5.25	Gridrunner	Llamasoft	5.00	4.50
Hopper	PSS	5.95	5.25	The Hobbit 64	Melbourne House	14.95	12.95
Krazy Kong	PSS	5.95	5.25	Arcadia	Imagine	5.50	4.75
Light Cycle	PSS	5.95	5.25	Purple Turtles	Quicksilva	7.95	7.00
Transylvanian Tower	Richard Shepherd	6.50	5.25	Aquaplane	Quicksilva	7.95	7.00
Super Spy	Richard Shepherd	6.50	5.25	<b>BBC/ACORN</b>			
Devils of the Deep	Richard Shepherd	6.50	5.25	The Music Processor	Quicksilva	14.95	13.25
Firebirds	Softek	5.95	4.99	Wizard	Quicksilva	6.95	5.95
Monsters in Hell	Softek	5.95	4.99	Mined Out	Quicksilva	6.95	5.95
Jet Pac	Ultimate	5.50	4.50	Games Compendium	Salamander	6.95	5.95
Atic Atac	Ultimate	5.50	4.50	Graphics Package	Salamander	24.95	19.95
Pssst	Ultimate	5.50	4.50	The Hobbit	Melbourne House	14.95	12.95
Cookie	Ultimate	5.50	4.50	<b>ATARI</b>			
Tranz Am	Ultimate	5.50	4.50	Krazy Kopter	English Software	14.95	10.99
Lunar Jet Man	Ultimate	5.50	4.50	Time Warp	English Software	14.95	10.99
Pool	CDS	5.95	4.95	Air Strike	English Software	14.95	10.99
<b>VIC 20</b>				Escape from Perilous	English Software	14.95	10.99
Frog Run	Anirog	5.95	4.95	The Golden Baton	Channel 8	9.95	8.95
Krazy Kong	Anirog	7.95	7.00	The Time Machine	Channel 8	9.95	8.95
3D Time Trek	Anirog	5.95	4.95	Circus	Channel 8	9.95	8.95
Vic Asteroids	Bug Byte	7.00	5.99	Escape from Pulsar 7	Channel 8	9.95	8.95
Cosmiads	Bug Byte	7.00	5.99	<b>ORIC I</b>			
Vic Panic	Bug Byte	7.00	5.99	Sea Harrier Attack	Durrell	6.95	5.95
Vic Scramble	Bug Byte	7.00	5.99	Galaxians	Softek	6.95	5.95
Arcadia	Imagine	5.50	4.75	Super Meteors	Softek	6.95	5.95
Wacky Waiters	Imagine	5.50	4.75	Hopper	PSS	6.95	5.95
Catcha Snatcha	Imagine	5.50	4.75	The Ultra	PSS	6.95	5.95
Jupiter Defender	Interceptor	6.00	5.25	Light Cycle	PSS	6.95	5.95
Vic Rescue	Interceptor	5.00	4.15	Hobbit & Book	Melbourne House	14.95	12.95
Jet Pac	Ultimate	5.50	4.75				

## SPECIAL OFFERS FOR THE SPECTRUM

**THE HOBBIT BOOK**  
**H.U.R.G.**  
**VALHALLA**

By Melbourne House  
By Melbourne House  
By Legend

RRP	Our Price
14.95	10.95
14.95	11.95
14.95	11.95

TO: DISCOUNT SOFTWARE SUPPLIES PLEASE ACCEPT MY ORDER FOR THE FOLLOWING PROGRAMS/SPECIAL OFFERS

- .....
- .....
- .....
- .....
- .....

Make cheques payable to Discount Software Supplies

Cheque No ..... For £ ..... enclosed

Please debit my

Access Card No ..... Signed .....

**DSS** DISCOUNT SOFTWARE SUPPLIES  
8 PORTLAND ROAD LONDON W11 4LA 01-221 1473

SEND

Name .....

Address .....

DSS is the trading name of Dovepace Ltd.

SEND SAE FOR UP TO DATE LIST OF OUR AMAZING BARGAINS



# SKULL

**It's a monster...**

**...and it's waiting for you**

**ENTER THE CATACOMBS...**

**HUNT THE TREASURE...**

**AVOID THE TRAPS...**

**WATCH OUT FOR SKULL!**

**SUPER NEW, ORIGINAL, 3-DIMENSIONAL  
FULL-GRAPHICS MAZE GAME FOR THE SPECTRUM 48K.  
HUNT THE TREASURE THROUGH MULTI-LEVEL MAZES  
AVOIDING HAZARDS AND DEADLY WANDERING SKULLS.**

***THIS GAME WILL BLOW YOUR MIND.  
THERE IS NOTHING ELSE LIKE IT!***

**Write for details on the GRAND HIGH SCORE COMPETITION  
GAMES MACHINE LTD.,  
40 FRETHERNE ROAD, WELWYN GARDEN CITY, HERTFORDSHIRE.  
☎ (07073) 28444/28435**

**GAMES MACHINE**





If you want to extend the capabilities of your computer or games machine there are now lots of bits and pieces which you can plug into the back to make it do things better or faster, or things which it could never do before. Such plug in goodies include extra memory, better keyboards, joystick interfaces, Micronet adaptor or devices to make the beast speak or play tunes. Robert Schifreen takes a break from Bug Hunting to bring you news of some of the current plastic boxes which you can plug into your micro or games machine. Upgrading your present equipment by using add-ons means that you may not have to buy that new machine after all!

# EXTENDING ABITS!

## COMMUNICATIONS

Communications means making your micro talk or listen to other computers in their own language. They communicate either over the airwaves at radio frequencies or over the telephone lines.

Each has its advantages. Radio communication is only one-way whereas telephone can be both. But long conversations on the phone can be expensive. If you want to read more about this subject, dig out November's issue of C&VG and turn to page 114.

If you want to receive Teletext on your micro, you'll need a BBC model B with a Teletext adaptor. This lets you receive Ceefax and Oracle, which are information services broadcast by the BBC and by ITV. You just plug your TV aerial into the back of the adaptor, and the computer will do the rest.

The adaptor gives you four channels of teletext information; BBC1, BBC2, ITV and Channel 4. You can find out about such things as what's on TV tonight, the latest world news, sports news and ITV also has a kids corner with jokes and the like. Teletext is like a big electronic newspaper. You can read its pages on your TV but you can't write back to it.

The other method of communication is over the telephone. This is what systems like Micronet 800 use. This way, the computer can send messages and you can also type back.

There are loads of computers which you can dial into and most of them are free except for the price of the phone call. However, these free bulletin boards, as they're called, run on different baud rates (no pun intended) to Micronet so unfortunately you can't use a Micronet adaptor to call them.

You can buy a 300 baud modem quite cheaply from various companies, like Maplin Electronics who supply units for the Dragon, Vic-20, Commodore 64, Atari and Spectrum.

I tested the Atari one and managed to dial into some local systems and also used Maplin's own service called Cash-tel which allows you to order stuff from the Maplin catalogue via your computer by typing in your credit card number.

A lot of computer clubs run bulletin boards, and you can dial them up for computing news; you can also send messages to the club by typing at your computer. This is the two-way advantage gained by using the 'phone as opposed to the airwaves.

You can set up your own bulletin board with a Maplin modem, but you'll also need some software.

You will soon be able to buy a Micronet/Prestel type modem for your BBC micro from Acorn which has some better features than the Micronet package. But it's more expensive, and you'll still have to pay a fee to join Micronet if you want to look at their private areas on the database.

You can also buy slightly cheaper modems like the Micro-Myte which will not receive Micronet or other information systems, but will allow you to talk to your friend's computers, providing he or she also has a similar modem.

This way you can send each other programs or messages, but you'll have to phone him up first to tell him to switch his modem on!

The Micronet modems offer this person-to-person facility as well as normal Micronet use, but are slightly more expensive.

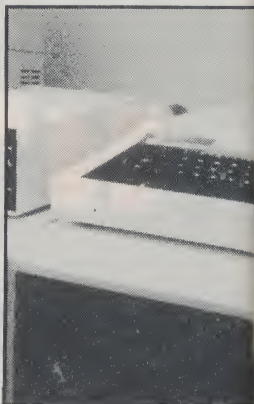
## STORAGE DEVICES

When you finally decide that cassettes are too slow for your needs, you'll want to look for something faster. The best thing is a real disc drive which for micros will probably use 5.25" discs.

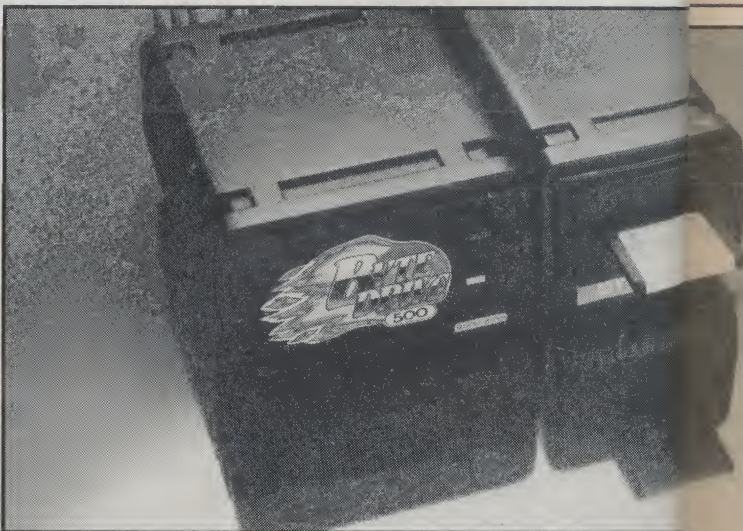
A cheaper alternative is a 3" drive which is available for many micros. You can buy a Byte Drive 500 3" system from ITL for about £250, and this contains a special cable to link the drive to your micro.

If you have two computers, or decide to change your machine, you just buy a new cable. Blank 5" discs start at about £1.50, but 3" systems use special car-

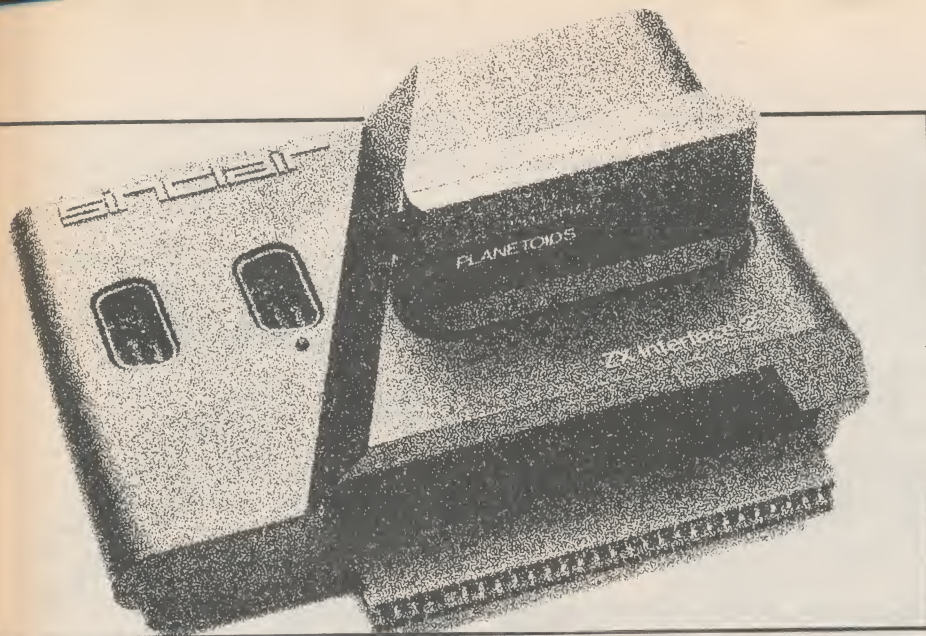
You can now fit two standard Atari-type joysticks to your Spectrum with an Interface 2. It plugs into the back of the computer, and also has a slot to take the new Sinclair software cartridges. The BBC (below) can now become a Teletext terminal with the new add-on from Acorn. As well as displaying pages of information, it can also store the data in memory and use it in its own programs.



At long last, the microdrive has actually been launched. As expected, demand is still exceeding supply and it will be some time before you can just walk into Smiths and buy one. They're not really disc drives at all, just miniature cassette recorders. You can load a 16K program from a Microdrive in about 10 seconds.







storage of data and programs.

Upgrades for the 16k Spectrum are available from Sinclair for £40, but you'll have to send your machine back to Clive, and you know how long that takes, don't you? Alternatively, you can buy a ZX81-like RAM pack which sits on the back of the machine, or some companies sell chips which you can stick inside, as long as you didn't really want the guarantee anyway.

If you're going to upgrade your Spectrum, check that the company's product will fit your particular machine. There are currently three different versions of the Spectrum in circulation and although they all look the same from the outside, there are some small variations inside which may make a difference.

Expansion for an Atari is easy; the memory comes in chunks of plastic which you install by removing the cover on top of the machine. Newer machines come with 48k but some old 400's still have only 16k. Your local dealer should be able to tell you how to improve this.

To expand a Texas TI99/4 or 4a you'll need a peripheral expansion box. This takes the form of a large aluminium crate about the size of the small freezer compartment in a fridge. (I don't know why, but everyone seems to measure the size of computers in relation to parts of fridges.)

Inside this you can then put disc drives, memory expansions and anything else. Retail price for the box alone was around £80 but that may drop now that the Texas micro is no longer being made.

Memory expansion on a Vic is peculiar. It is in the form of plug-in cartridges and comes in four flavours, which are 3k, 8k, 16k or 32k.

The annoying thing is that because the cartridge overwrites that part of memory which used to hold the contents of the screen, the screen RAM is moved to a different place.

The problem is that each cartridge puts it somewhere different, so programs written for use with an extra 3k will not necessarily run directly on a 16k machine without minor alterations. This is very inconvenient, especially for magazines who publish program listings!

If you're tired of having to do octopus impressions to play your favourite computer game a joystick interface is called for. This allows machines which normally have no provision for such a gadget to have one, and very useful they are too.

The most popular machine, which lacks a joystick interface, is the Spectrum, and there are now quite a few companies who will remedy this situation for you.

The official way is by use of the Sinclair Interface 2. This costs just under £20 — you get 5p change! — and allows two standard Atari-type controllers to be used. You can then write your own games using the joysticks to control the



tridges which are currently about £6.

The Byte Drive 500 will soon be available for the Dragon, Spectrum and Commodore 64. It is already available for the Oric, BBC and Apple.

If you have a Spectrum, the official Sinclair way of progressing from cassette is the Microdrive. This costs £50 for each drive, but you'll also need an interface which is another £30. You can store between 85 and 100k on a Microdrive cartridge, and a 16k program will load in about 10 seconds.

Microdrives are fast, but they're not really discs. Inside a microdrive cartridge is a loop of high quality tape, and the drive itself is just a very accurate (supposedly) cassette recorder.

If you've got a BBC then you'll need a disc interface fitted, which costs around £90. ITL has no intention at the moment of producing one, so you'll have to use the BBC one.

### MORE MEMORY

The size of the largest program which you can fit into your machine is governed by the size of the area of memory in which the computer stores it.

The problem is that although memory chips are now quite cheap, some micros still have very little RAM, as it's called. One of the first enhancements which a computer owner will make in such a case is a memory expansion.

The ZX81 although very popular has only 1k of RAM. (1k is about two screenloads of program.)

It's very easy to expand your ZX81's memory. You can buy a 16k RAM pack which just plugs into the back of the machine and costs around £30. You may have heard of the much-feared contemporary disease known as "RAM pack wobble", caused by Sinclair not putting the edge connector on their RAM pack in the right place.

This disease can be fatal to a program, as a slight wobble at the wrong time can erase a whole afternoon's typing. One cure is a blob of something sticky under the machine, although a less messy solution is to look to a different company. You can also get 64k RAM packs which allow for even more

The byte-drive 500 is a 3" disc drive from ITL. The small discs are enclosed in rigid plastic and currently cost over £5 each. The clever part is the cable which links the drive to the micro. This contains all the electronics, so if you change micros, you just change the cable but keep the same drive.



# AGF

## PROGRAMMABLE JOYSTICK INTERFACE

MICRODRIVE  
COMPATIBLE

for  
**Spectrum**  
or **ZX81**



### ABOUT OUR INTERFACE

The AGF Programmable Joystick Interface is a unique design offering the use of any Atari-compatible joystick with absolutely all software, whether it is cassette or ROM cartridge, with the Sinclair Spectrum or ZX81.

The hardware programmable interface requires no additional software and accurately replicates the keys of the computer in a manner which is responsive to absolutely ALL key reading methods, both BASIC and Machine Code.

The interface does not interfere with key operation and can therefore be used simultaneously with the keyboard.

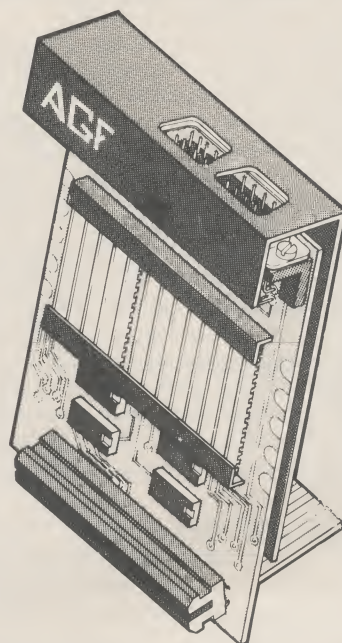
There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e. printers or RAM packs etc. This important feature avoids excessive wear to the expansion port.

The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

Two joystick sockets are provided which share the same keys, for use with the majority of two player games. Several interfaces may be used on the same computer for multiple joystick applications.

The interface is programmed by a two digit code, which is looked up on a programming chart supplied, for each direction and firing button. The two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the interface.

Once configured this can be marked on a Quick Reference Programming Card for storing with the game. As the programming is *not* power dependent the interface retains the last configuration made and can be immediately used when next switched on.



### KEY FEATURES

- ★ Programmable design gives TOTAL software support.
- ★ Accepts Atari, Competition Pro, Wico, Starfighter, Quick Shot, Le Stick etc.
- ★ Rear extension connector for all other add-ons.
- ★ Free demo program and instructions.

### PACKAGE CONTENTS SUPPLIED

- Programmable Interface Module as illustrated, complete with clip-on programming leads.
- Self adhesive programming chart detailing how to define which key is simulated by UP, DOWN, LEFT, RIGHT, and FIRE. This can be fixed on to the case of your computer or if preferred the protective backing can be left on. The chart is made of a very durable reverse printed plastic and is extremely easy to read.
- One pack of ten Quick Reference Programming Cards for at-a-glance setting to your games requirements. The card allows you to mark the configuration in an easy to read fashion with space to record the software title and company name.
- Video Graffiti demonstration program which is written totally in BASIC to illustrate how all eight directions and fire can be read. This is also a useful high resolution drawing program.
- 12 months guarantee and full written instructions.

## JOYSTICKS

**CONTROLLERS**

**FOR USE WITH OUR INTERFACE**  
Module or VIC 20, Commodore 64,  
Atari VCS, Atari 400, Atari 800

If you require extra Joysticks for our original interface module mark order 'OLD' Joysticks

**ONLY £7.54 inc VAT + P&P**

FROM: MR/MRS/MISS			
ADDRESS			
SEND C.W.O. (NO STAMP NEEDED) TO: A.G.F. HARDWARE, DEPT. CVG,			
FREEPOST, BOGNOR REGIS, WEST SUSSEX, PO22 9BR			
QTY	ITEM	ITEM PRICE	TOTAL
	PROGRAMMABLE INTERFACE	33.95	
	JOYSTICK(S)	7.54	
	PACK(S) QUICK REFERENCE CARDS	1.00	
ONE	VIDEO GRAFFITI	FREE	
ZX81 <input type="checkbox"/> ZX SPECTRUM <input type="checkbox"/> Please tick		FINAL TOTAL	
DEALER ENQUIRIES WELCOME		EXPORT PRICES ON APPLICATION	



action, or buy commercial software written for use with the device. Interface 2 also allows you to use plug-in cartridge software, although these retail at £15 a time.

The problem with all the different joystick interfaces is that they use their own systems. So a program written for use with a Kempston joystick will not run on an Interface 2 unless the program contains a routine for each and you are allowed to select which one you want.

One way round this predicament is by a programmable joystick interface. Such a beast is the one from AGF. This comes with a grid of small holes and a set of five wires.

The wires are labelled with the functions of the joystick (up, down, left, right and fire) and the holes are labelled with the keys on a Spectrum keyboard. If the game which you want to play uses the 'K' key to fire, then you plug the 'FIRE' lead into the 'K' hole and so on. Such a device is very useful.

### BETTER KEYBOARDS

When you finally tire of the piece of dead flesh known as your Spectrum's keyboard, there are a number of better ones around. The best are quite expensive at around £40 but they allow the whole machine to fit inside and look rather smart. One of the most popular around is made by Fuller. Kempston is also about to launch a high quality keyboard for the Spectrum, as demonstrated recently at the ZX Microfair.

You'll also find replacements for the touch-sensitive keyboard of the Atari 400 from about £65.

If you have an Atari VCS and feel like getting into computing, you can now buy an add-on keyboard from Vulcan Electronics, which is made by Spectravideo. It sits on top of the VCS and plugs into the joystick ports and the main cartridge slot and you can then program your VCS in Basic. It costs £50.

Mattel Intellivision owners can also do the same to their machine. Mattel offers a similar device, as well as a music keyboard to enable you to compose music on your machine. I don't reckon Bach would think much of it, but it's not bad.

### SOUNDS AND SPEECH

If your idea of a good evening is being locked in a quiet room with a micro, then you could always get more friendly with it by talking to it or having it talk to you. But before those nice little men in white coats come to take you away, let me explain.

If you have a Pet, Vic, 64, Spectrum, ZX81 or BBC and need someone to talk to you then you could always try a Chatterbox. This costs £49 from William Stuart systems and you can program it to say anything you like. From the same company comes Big Ears which, for another £49, reverses the process and allows you to speak to your computer.

Say the word through the microphone a few times, and the machine will then remember it. If you then say it again, it should recognise what you're saying.

If it's a Spectrum you've got then the Currah microspeech is another possibility besides a Chatterbox. It works on the same system and sells for under £30.

BBC owners can also choose the official Acorn speech system, which is a computerised version of Kenneth Kendall. Personally I can just about recognise him, but many say that it might just as well be Moira Stuart. (In fact, I wish it was.)

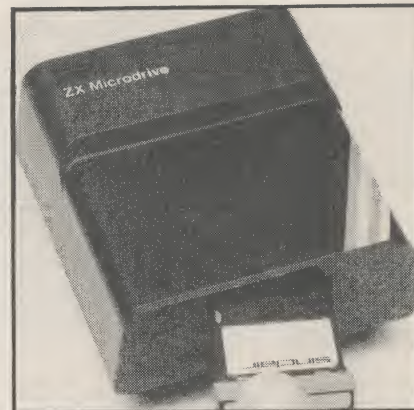
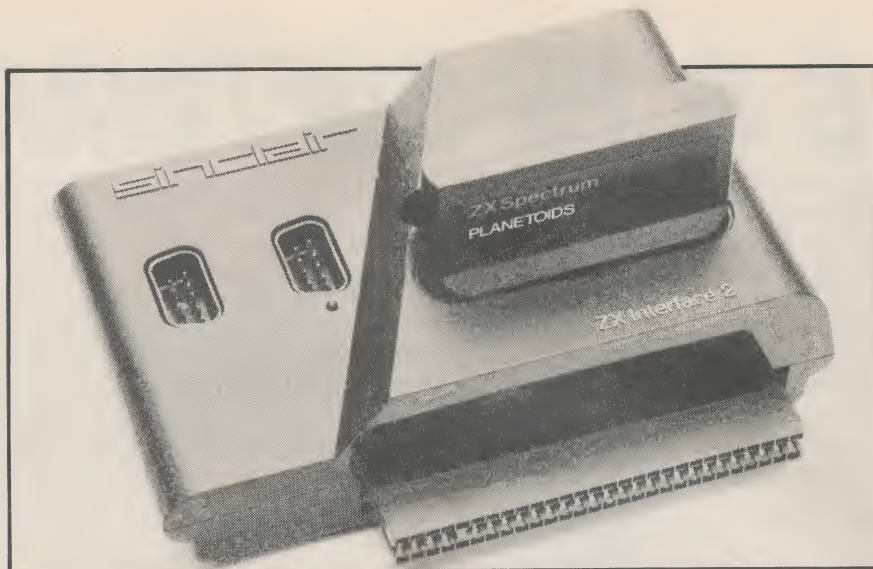
If you prefer noise to plain speech then there are a couple of units available to improve the sound of a Spectrum by providing it with the same sound chip as the BBC and Oric.

### WHAT'S LEFT OVER

Finally, we come to the rest of the oddments which space did not allow separate headings for.

If you own an Aquarius, then this year should see the introduction of the home controller unit. This plugs into the machine and allows you to control household appliances by using special plugs which go into the wall and receive messages from the computer. Such a system is also planned for the Electron.

If you have an Atari VCS then you may already know about the super expander. This lets you load games from cassette, and also improves the quality of the graphics slightly.



Printerface is a mixture of interface and printer and is a device to let you link a printer to a micro. DAMS office systems supplies an IEEE cartridge to allow a Vic or 64 to connect to any Commodore printer (or disc drive for that matter.)

The Spectrum will only work with a ZX printer, but you can use the RS232 connection on an Interface 1 to link a large range of printers. If you have a Centronics-type printer then Kempston will supply you with a suitable interface for a Spectrum.

If you own a computer other than a Sinclair machine but would be perfectly happy to use a cheap (£40) Sinclair printer, you can get a suitable interface for many popular micros, including the BBC, Dragon and Vic, from Microtanic Computer Systems of London.

### LIGHT SENSORS

Another way of controlling a game is with a light sensing device. Usually mounted in a pen-like barrel (and, therefore, called a light pen) these allow you to draw patterns on the screen as though it were a piece of paper.

Recently launched is the Light Rifle from Stack Systems of Bootle, Merseyside. It comes with three demo games where you have to shoot at targets on screen, just like those old TV game machines, but these games are better as they rely on all the facilities of the micro. You can also write your own shooting-time programs. The light rifle costs just under £30 and versions are available for the Spectrum, Vic and 64.

EXTRA  
BITS!



# C & VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything

you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: .....

Machine make: ..... Model .....

Other models it should run on: ..... Number of K needed to run it: .....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it: .....

Author's name: ..... Christian name: ..... Sur-name: .....

Address: .....

Tel: ..... Date: .....

Type of game: (If original please say so) .....

Loading instructions: .....

Game instructions: (If not included in the listing) .....

## Office use only

Date received: .....

Acknowledgement sent: ☐

Name of evaluator: .....

Date sent out: .....

Date due back: .....

Needs to be returned to author for alterations: ☐

Date sent: .....

Due to be published in issue of magazine. ....

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐





# GRAPHICS

By Garry Marshall

## MAKING THE MOST OF YOUR 64

Over the next few issues, I shall be looking at the graphics capabilities of the Commodore 64. This new computer has very impressive graphics facilities, which I'll be helping you make the most of.

I'll begin by looking at the way that user-defined characters are created. In fact, the entire keyboard is "soft" in the sense that it is possible to redefine the character that is associated with every key.

This is possible because the Commodore 64 really does have 64k of random-access memory. All the ROM, including the Basic ROM, the operating system ROM and the character generation ROM, is covered by RAM, so that ROMs can be switched out and the range of characters that they provide supplied instead by RAM.

Because of this, the characters that are stored in the character generator and printed from the keyboard can be copied from the character generator ROM into RAM so that all the characters are available when this ROM is disabled.

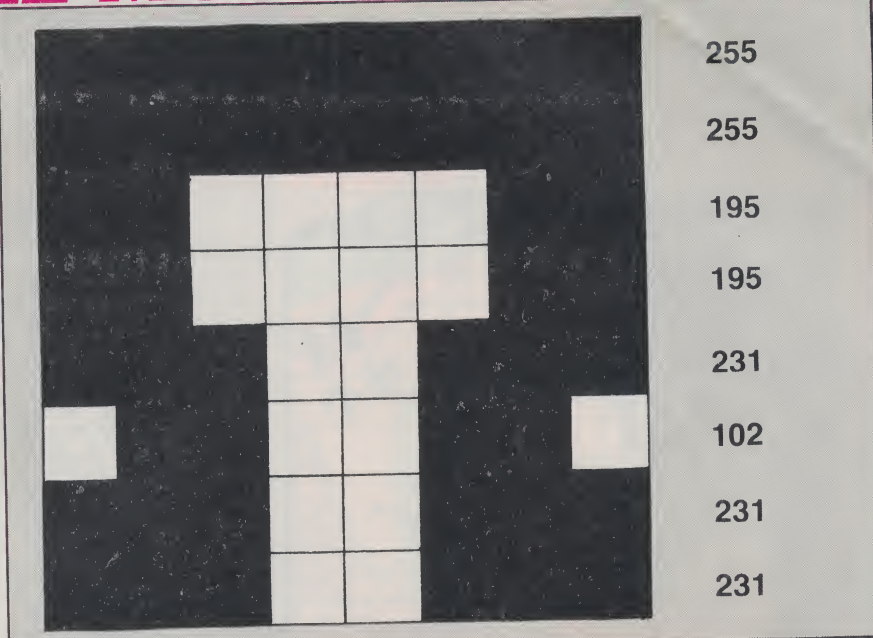
Then we can change the characters associated with any key as we wish. To write the program to do this, all we need to know is the addresses of the registers that control the operations involved.

The characters themselves are based on an 8x8 dot matrix. Each dot can be on or off, and the resulting character is defined by using a 1 for a dot that is on and a 0 for a dot that is off. Then each row of the character is represented by the decimal equivalent of the binary number for the whole row. This is illustrated in figure 1.

In this way, we could design a completely new style for each letter of the alphabet or a set of graphics characters for a particular application.

The program I shall give allows the character in the illustration to be assigned to the key associated with any letter of the alphabet to that, when that key is pressed, it gives this character rather than the letter.

The program starts by setting the contents of location 53272 to make the video chip take character descriptions from the area of RAM



starting at the location with address 12288, rather than from the character ROM.

Line 20 prevents this area of RAM from being overwritten by a Basic program. Then lines 30 and 40 permit the character ROM to be assessed so that its contents can be copied into RAM with lines 50 to 70.

Lines 80 and 90 then return the computer to its original state. Lines 100 and 110 request that a letter is entered from the keyboard, accept an input and check that it is a letter, before allowing control to pass to the remainder of the program which assigns the character in the illustration to the key for that letter.

If you run the program, you will notice that all occurrences of the letter on the screen are replaced by the graphics character straight away. This is because the screen refresh circuitry now refers to the area of RAM prescribed by the program rather than the character ROM for character descriptions. Also, of course, pressing the key for the letter given to the program now gives our character rather than the letter itself. The program can be used as the basis of a scheme for changing the characters associated with any and every key on the keyboard.

More on the Commodore 64's interesting graphics capabilities in the next issue.

The program is:

```

10 POKE
53272,(PEEK(53272)
AND 240) + 12
20 POKE 52,48: POKE
56,48: CLR
30 POKE
56334,PEEK(56334)
AND 254
40 POKE 1,PEEK(1)
AND 251
50 FOR K=0 TO 2047
60 POKE K+12288,
PEEK(K+53248)
70 NEXT K
80 POKE 1,PEEK(1) OR
4
90 POKE
56334,PEEK(56334)
OR 1
100 INPUT "LETTER";
L$
110 I+ASC(L$)-64: IF
(I<1) OR (I>26) THEN
100
120 FOR N=0 TO 7
130 READ X: POKE
12288+8*I+N,X
140 NEXT N
150 DATA 255, 255, 195,
195
160 DATA 231, 102, 231,
231
    
```



for the  
**COMMODORE 64**

# BIG G

**GAMES PEOPLE PLAY**



## MEGAHAWK

Fly the sensational MEGAHAWK through the Abyss of Time as fearful bats and ice age predators seek your destruction. Be amazed as the 4th dimension unfolds itself with awesome reality. Stretch your skill to the limit as you leave the time corridor into a new universe.



## ZYLOGON

Seek out and destroy the Android Space Platform that threatens Mankind. Break down the defense of the ZYLOGONS whose huge fortresses guard wave after wave of relentless attackers. Fast and furious Full colour Isometric Projection Machine Code; Val Franco

£6.95 inc. postage  
each

DEALER ENQUIRIES WELCOME

Post this coupon to : **BIG G**

Birchall Moss Hall, Hatherton, Nantwich, Cheshire,  
tel. 0270 811948    telex. 367311    CW5 7PJ

Please Rush me :-

- ☐ **MEGAHAWK**    £6.95 inc VAT  
☐ **ZYLOGON**    £6.95 inc VAT

I enclose cheque/postal order payable to 'BIG G'  
for £\_ \_ \_ \_ or please charge my  
Access/Barclaycard account no: \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_ Post Code \_\_\_\_\_



# CHART

## TOPPERS

	SPECTRUM	ZX 81		VIC-20		ATARI 400/800
1	ATIC ATAC (Ultimate)	KRAZY KONG (PSS)	1	WIZARD AND PRINCESS (Melbourne House)		POLE POSITION (Atari)
2	LUNAR JETMAN (Ultimate)	3D MONSTER MAZE (New Generation)	2	CRAZY KONG (Interceptor)		DONKEY KONG (Atari)
3	ANT ATTACK (Quicksilva)	FLIGHT SIMULATION (Psion)	3	ARCADIA (Imagine)		DIAMONDS (English Software)
4	MANIC MINER (Bug Byte)	FOOTBALL MANAGER (Addictive Games)	4	WACKY WAITERS (Imagine)		ZAXXON (Datasoft)
5	CHEQUERED FLAG (Psion)	3D GRAND PRIX (Artic)	5	GRIDRUNNER (Llamasoft)		DIG DUG (Atari)
6	VALHALLA (Movisoft)	MAZE DEATH RACE (PSS)	6	SKYHAWK (Quicksilva)		COMPUTER WAR GAMES (Thorn EMI)
7	COOKIE (Ultimate)	HANG GLIDER (Suncom)	7	MATRIX (Llamasoft)		SUSPENDED (Infocom)
8	ZZOOM (Imagine)	ZX CHESS (Artic)	8	SARGON II (Chess)		FORT APOCALYPSE (Synapse)
9	TRANS AM (Ultimate)	SEA WAR (Panda)	9	BEWITCHED (Imagine)		NECROMANCER (Synapse)
10	SCRABBLE (Psion)	PROTECTOR (Sinclair)	10	GORF (Commodore)		LEGGIT (Imagine)
	COMMODORE 64	DRAGON 32		BBC B		
1	THE HOBBIT (Melbourne House)	PETTIGREW'S DIARY (Shards Software)	1	THE HOBBIT (Melbourne House)		
2	RADAR RAT RACE (Commodore)	MINED OUT! (Quicksilva)	2	MISSILE CONTROL (Gemini)		
3	ARCADIA (Imagine)	THE KING (Microdeal)	3	SALOON SALLY (Psion)		
4	CRAZY KONG (Interceptor)	TALKING ANDROID ATTACK (Microdeal)	4	MR MEN (Mirrorsoft)		
5	PURPLE TURTLES (Quicksilva)	CUTHBERT GOES WALKABOUT (Microdeal)	5	SNOOKER (Visions)		
6	AQUAPLANE (Quicksilva)	GRIDRUNNER (Salamander)	6	SNAPPER (Acornsoft)		
7	3 DEEP SPACE (Postern)	FROGGER (Microdeal)	7	PHILOSOPHERS QUEST (Acornsoft)		
8	METAGALACTIC LLAMAS (Llamasoft)	NIGHT FLIGHT (Microdeal)	8	HUNCHBACK (Ocean)		
9	SUPER DOGFIGHT (Terminal Software)	CUTHBERT IN THE JUNGLE (Microdeal)	9	737 SIMULATOR (Salamander)		
10	CAESAR THE CAT (Mirrorsoft)	LOST IN SPACE (Salamander)	10	KILLER GORILLA (Micropower)		

Welcome to our revamped Charts page. The page which tells you just what games are the tops among games players everywhere. This issue we introduce three new computers, the Dragon, Commodore 64 and BBC B, to our chart rundown.

We reckon that these charts give you, the games player, a true reflection of the best value for money games around — and like our Hall of Fame — we hope they give games players a guide to what's best to buy from among the groaning shelves of software in your local computer shop.

The Hobbit, just converted for the BBC and the Commodore 64, has gone in at number one on both machines. Diamonds, from English Software, is the first home-produced game for the Atari to make any impression on our charts. It's at number three already.

For the first time ever, one company dominates the Spectrum charts with games at numbers one and two. The company is Ultimate and the games are Atic Atac and Lunar Jetman.

There're lots of great games bubbling under the charts too. Watch this space for further information!



## METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

A fast and original game for the unexpanded VIC. Challenging and colourful, with good sonics and a unique game action and design, this promises to be the most exciting new 3.5K VIC game since the introduction of GRIDRUNNER nearly a year ago. £5.50

## LASER ZONE

Experience Laser Zone - an utterly NEW totally ORIGINAL masterpiece of Video games design. Learn to control two spaceships at once. Feel the EXHILARATION as, after long hours of practice, you control the two ships so that they function as a smooth, co-operative team! Feel the raw POWER as you lunge for the electro button and BLAST your enemies into expanding clouds of SPACE JUNK!! Feel the humiliation as a carelessly aimed BLAST slams into the side of your last remaining ship!! 8K expansion required. Available for Commodore 64 £7.50 and VIC-20 £6.



## MATRIX

Jeff Minter has taken Gridrunner - the game that topped bestseller charts in USA and UK - and created an awesome sequel. Graphically superb, it features multiple screens, new aliens and attack waves, mystery bonuses, renegade humanoids, deflexor fields, diagonal tracking, countdown/panic phase and much, much more... Packed into 20 mind-zapping zones and accompanied by incredible sonics. 8K expansion required. Available for Commodore 64 £7.50 and VIC-20 £6.

## HOVER BOVVER

A totally original arcade game for C64 featuring outstanding graphics and a sound track created by a professional Piano Wizard. Gordon Bennet has

borrowed his neighbour's Air-Mo lawnmower. Mow your way through as many of the 16 lawns as you can before the pursuing neighbour retrieves his mower. Set your dog onto the neighbour to help you out of tight spots and don't annoy the gardener. Try not to plough through the neat flower beds or overheat your mower! £7.50

## ATTACK of the MUTANT CAMELS

Planet earth needs you! Hostile aliens have used genetic engineering to mutate camels from normally harmless beasts into 90 foot high, neutronium shielded, laser-spitting death camels!! Can you fly your tiny, manoeuvrable fighter over the mountainous landscape to weaken and destroy the camels before they invade the humans stronghold! You must withstand withering laser fire and alien UFOs. Game action stretches over 10 screen lengths and features superb scrolling, scanner 1/2 player actions and unbelievable animation! Play this game and you'll never be able to visit a zoo again without getting an itchy trigger finger! Awesome m/c action! Available for Commodore 64 £7.50.

## REVENGE OF THE MUTANT CAMELS

At last the long awaited sequel to Attack of the Mutant Camels is available. You are controlling a ninety foot high, neutronium shielded, laser spitting death camel; leading a rebellion against your evil Zzyaxian overlords. The game features beautiful smooth scrolling graphics and no less than 42 different attack waves, more than any game in video history. The challenge of play will last for months as you battle to see what's on the next wave.

## GRIDRUNNER

Finally true arcade quality on the unexpanded VIC! Shoot down the segmented DROIDS invading the grid. Beware of the pods and zappers! The awesome speed, sound, and graphics gives you the best blast available for unexpanded VIC. Available for VIC-20 £5.00 Commodore 64 £5.00 Atari 400/800 £7.50



# Llamasoft

AWESOME GAMES SOFTWARE

49 MOUNT PLEASANT,  
TADLEY, HANTS. RG26 6BN.  
TELEPHONE: TADLEY (07356) 4478

All orders add  
50p postage and packing



LLAMA.S.O.F.T GAMES NOW IN BOOTHS,  
LASKYS AND MANY OTHER RETAILERS.



# WELL, JUST WHAT IS A MANDROID . . . ?

I spy with my little eye something beginning with C&VG! Yes, it's next month's reader friendly magazine all ready to banish the post-Christmas blues.

And have we got some surprises in store! Come with us on a trip into the murky world of international espionage, agents, double agents, triple agents and even quadruple agents — if we can learn to spell it in time.

Watch out for the front cover with a James Bond touch — and the special free gift. We're not telling you just what the gift is yet — who knows the KGB might be listening in, or the CIA might have this typewriter bugged.

The man behind the Seventh Empire and our amazing 3D programs, Mike Singleton, has come up with another winner. A computer-moderated board game!

Mike will be supplying the programs — and C&VG will be bringing you the world — well a map of it anyway — so you can muster your intelligence forces and beat your evil opponents. A big full-colour map/board will be found splashed across the centre of our next issue and there will also be a computer overlay to help you play the game — plus that special secret free gift!

Demand for this special issue is bound to be high — so why not place an advance order with your newsagent now — but beware he might be a Masterspy!

## THE PROGRAMS

Have we got some great games for you next month? You bet! For Spectrum owners we delve into the magic of 3D graphic once again — but you won't need the special glasses this time! It's a 3D maze game written by Henry Wright for the 48k Spectrum.

For the Commodore 64 we've got a graphic adventure-style game called Centre Crystal. Go on a quest for the lost crystal in this multi-screen game.

Texas owners can catch up with the Scramble craze with our arcade-style all action shoot out called Air-strike. There's more warlike action for Vic owners in Minefield. Out in the desert lurks a tank commander blasting away at enemy planes and tanks — could it be you?

We take Atari 400 owners back to medieval times with Wall Defence. Can you protect your castle from stealthy enemies?

Go for gold on the Dragon 32 in Gold Prospector. Climb a building to reach the gold — but watch out for acid baths and bottomless pits.

Sharp owners who like to take a gamble will enjoy Slot Machine — an accurate representation of those money grabbing one armed bandits — but this one will only cost you the price of this magazine.

There will be other listings too —

lest bleep from it.

So it looks like the now infamous Seventh Empire gremlins have pulled out all the stops to get their claws into the Empire in its dying stages. But rest assured Empire freaks, we will resurrect the office Pet in time for the next issue when we WILL announce the overall winner of this interstellar conflict.

Anyway, for now we'll just have to grovel and apologise for the Pet.

Now where did I put that baseball bat. I'll give it Christmas spirit. . .

This here's my newsagent



but we're keeping those secret. So don't forget to rush out to your newsagent on February 16th and grab a copy of *Computer and Video Games*!

## THE EMPIRE

As you may have already guessed the Seventh Empire is missing from the pages of this issue. What's the excuse this time!

Well, it's like this you see. There we were, happily feeding our office Pet the Empire instructions for the final move, when all of a sudden it says: "Look, everyone else is having a good time getting ready for Christmas and you are expecting me to process all this Empire business! I've got relatives too, you know. And I've got to get a present for my little Vic 20. With that, its screen went blank and we couldn't raise even the smal-

Me'n my newsagent are real close. His name's Bill or Fred or something . . . Anyway we got an arrangement. Every month, you know what he does? He looks out my copy of *Computer & Video Games* and keeps it, just for me.

So none of the other punks on the street can get hold of my copy. And that's important to me. Mebbe it's important to you too. So go n' see your newsagent with that coupon below all filled out. If he's like Harry here, you're gonna like him.

To my newsagent: Please deliver/ reserve me a copy of *Computer and Video Games* every month. Price 85p.

Name . . . . .  
Address . . . . .



## DJB Software

### ATARI 400-800 RENTAL CLUB

Be one of the first to try out the very latest releases. For the most comprehensive selection of the best and most popular games available on cassette and cartridge. Constantly updated.

Send S.A.E. for details to:

**D.J.B. SOFTWARE (Dept C.V.G.),**  
59 WOODLAND AVE, HOVE, SUSSEX.  
TEL: (0273) 502143.

**TIRED** of playing the same old games?  
**FRUSTRATED** by the high cost of cartridges?

THEN join our **CARTRIDGE EXCHANGE CLUB**.  
SEND a large S.A.E. for details.  
ALSO software exchange for ATARI 400 & TRS-80.

**VIDECOMP (CVG), 95 KING STREET**  
RAMSGATE, KENT, CT11 8NZ

### TI-99/4A USA SOFTWARE

**WINGING IT** — Flight Simulator Fly a plane in this excellently visualised simulator. Ground map and weather indicator chart your progress on a randomised earth simulacrum. Once flying, three games test your skill. TI Basic. £7.50 incl. p&p.

**HANG GLIDER PILOT** — a hang-glider trainer with both terrain map and on-screen instruments. Soar like a bird on ridge-lift and thermals but watch out for sink over lakes and forests. TI Basic and Extended Basic versions (please specify). £9.50 incl. p&p.  
S.A.E. for Catalogue

#### MIND GAMES

7 Oakwood Drive, Prestbury, Cheshire  
SK10 4HG.

### VIC 20 GAMES (UNEX.)

TWO EXCITING NEW GAMES TAPES

**TOURNAMENT 1:** Automania Astradodge  
Cross-over Trogmen  
**TOURNAMENT 2:** Headshrinker Luna  
Gypsy Rose Vic Vicbuz

● Colour ● Sound Effects ● Animation ● Music  
Games Tapes £3.95 each or £7 for both (including P & P) (limited period only)

**TOURNAMENT SOFTWARE**  
63 MANSON COURT GARDENS, THORNE,  
DONCASTER, SOUTH YORKSHIRE DN8 5BH  
SAE for Details

### SPECIAL OFFER for ATARI 400/600/800 OWNERS

Hire your first 2 games free from our extensive range of software. Up to the minute releases available. Apply now!  
Send s.a.e. to:  
**Charnwood Games, 27 Warwick Ave.,**  
Quorn, Leics.  
Tel: 0509 412604

### NEW ATARI GAMES

**EAGLE EYE** (Connect-4)  
**COLOUR CODE** (Mastermind) All £5.95  
**COMPUTER BATTLESHIPS**

Also  
**ADVENTURETIME** (text adventure) £7.95

A.W.G., 145 Bankside, Westhoughton,  
Bolton, Lancs.

### TI99/4A

#### SOFTWARE GAMES

**BLAST IT** ... disarm bombs with a wire guided robot, time limit, Hall of Fame, 5 levels of play etc.  
**CODE BREAK/3-D MAZE** ... 2 games requiring thought not action, break a five unit code of 1 of 5 shapes or 1 of 5 colours given correct colour, shapes and positions or find your way out of a 3-D maze.  
**CORE!** Pilot your craft past clouds, planes to go through the caves and into the maze.

The above at £3.50 each (£2 refunded against any purchase if returned within 21 days).  
Single cassette lead £4.35, dual cassette lead £5.45, cassette recorder £24.98, recorder with single lead £28.75, and with dual lead £29.75.

S.A.E. for illustrated catalogue, all prices inc. p&p.  
**CHRISTINE COMPUTING, 6A FLORENCE CLOSE,**  
WATFORD HERTS WD2 6AS. Tel: 09273 72941.

### ★ ATARI 400/800 ★



#### MULTICART cartridge utility

The only system to back-up your cartridges to disk or cassette. £49.95 (inc p&p).  
(Please specify version required, disk or cassette.)

Send cheque/PO to: **Utility House, PO Box 466,**  
London SE10 8DZ  
For full details send large s.a.e.

### VIC 20, CBM 64, SPECTRUM, TEXAS

10% off Selected Top Name Software

	R.R.P.	SPECIAL PRICE
Snooker (CBM 64/Vic 20/Spectrum)	£ 8.95	£ 8.05
Arcadia (CBM 64/Vic 20/Spectrum)	£ 5.50	£ 5.00
The Hobbit (CBM 64/Spectrum)	£14.95	£13.45
Ship of The Line (CBM 64/Spectrum)	£ 6.50	£ 5.95
Dust Covers CBM 64/Vic 20 £2.95; Spectrum £1.95. For full list please send S.A.E. and state machine.		

**LOADE ENTERPRISES, c/o Ensemble (CVG),**  
35 Upper Bar, Newport, Shropshire, TF10 7EH.  
Tel: (0952) 813667.

### Timeless Software

Texas TI99/4A Software

#### BASIC

T.5 Othello	£4.95
T.6 Toad Graphics	£6.95

Both complete with user's manual

#### Extended BASIC

T.1 A.B.M. Control*/Cavern Hunt	£4.95
T.2 Froglet/Battleships	£4.95
T.8 Bouncer*	£7.95
T.9 Kong*	£7.95
T.11 Diablo	£8.95

#### MINI MEMORY

T.10 Kippy's Nightmare	£7.95
------------------------	-------

\* = Joysticks required. All prices inc. p&p.  
Send SAE for detailed list. Cheques/POs to  
**Timeless Software, 3 Bridgend,**  
Fauldhouse, W. Lothian EH47 9HF.

### LANCASHIRE MICROS

Sinclair, Commodore, Dragon, Lynx, Acorn/BBC, Oric, Memotech computers.

We have an extensive range of books and software — over 200 Spectrum titles alone.

**LANCASHIRE MICROS, 51 QUEEN STREET, MOR-**  
CAMBE, LANCS. TEL (0524) 411435.

### ATARI COMPUTER OWNERS

Make the most of your Atari 400/600/800 by hiring from our Software Library. We offer a wide selection of the many games and adventures on the market for your computer.

For full details send a S.A.E. to: **Star Hire, P.O.**  
Box 48, Bracknell, Berks. RG12 4WD.

### ATARI 400/800 CARTRIDGE BACK-UP UTILITY

Backs up 816k cartridges to tape or disc. Plug in the cartridge simulator, load the backed up version and it works just like the original. 48K RAM required. No internal mods necessary.

Tape system £15.00 } Add £5 for deluxe version of simulator with gold edge blades  
Disc system £20.00 }

#### TAPE BACK-UP UTILITY

Backs up virtually all single/multi stage long short IRG tapes. Basic program runs on 400 600XL 800. Max tape size handled depends upon available memory.

Tape duplicator £6.00.

Full instructions with all items. Send large S.A.E. for details.  
**S. Terrell, 17 Cock Close Road, Yaxley, Peterborough, Cambs.**  
PE7 3HJ.

### ATARI 400/800 OWNERS

Why risk losing those precious programs? With our range of utilities you can make a back-up of almost all your software.

**KOPY T** — Single and multi-stage tape back-up — £9.95.

**KOPY D** — Single stage tape to disc (up to 10 tapes per disc) — £9.95.

**DISCOUPE** — Copies full discs including bad sectors — £15.95.

**AUTOMENU** — Autoboot Basic and Binary discs £12.95.

**AWG, 145 Bankside, Westhoughton, Bolton,**  
Lancs.

### TI99/4A

**STAINLESS SOFTWARE** has a large catalogue of good quality programs for the TI99/4A, with over 80 programs! For a copy, please send a large SAE to:

**Dept CVG, 10 Alstone Road, STOCKPORT,**  
Cheshire, SK4 5AH  
(Mail Order Only)

### SPEED UP THE ACTION WITH PICKARD JOYSTICK CONTROLLER

Allows full use of keyboard whilst using joystick.

MkI £19.95 plus MkII Edge Connector £7.50 plus £1.50 p&p.

Access + 24-hour order service.

**SUCCESS SERVICES, 154, HIGH STREET,**  
BLOXWICH, WEST MIDLANDS, WS3 3JT.

### ATARI GAMES

Now you can buy good original software at affordable prices. If you are interested in my list, or have unwanted programs to sell, phone 0924 463657 or write to: **A. Horton, 5 Ullswater Road, Dewsbury,**  
West Yorkshire WF12 7PS.

### ATARI SPARES

**STRONG** arcade quality replacement joystick handle inserts. £2.50 pair.

Joystick handle fire button kit, when fitted gives dual firing and left or right hand control. £2.95 each. 48K Ram Board for Atari 400 £59.95. All post free.

**COMPUTER SUPPLIES, 146 CHURCH**  
RD, BOSTON, Lincs PE21 0JX.



**NEW** **STYXFAX** for ATARI

A series of inexpensive information sheets full of hints, demo listings and routines to provide the aspiring programmer with a constant source of reference and ideas

Send S.A.E. for details and introductory offer NOW!

**STYX SOFTWARE 58 Devon Drive Chandlers Ford Eastleigh Hampshire SO5 3GH**

**STYX** software

### T199/4A PROGRAMS FROM FORTEX SOFTWARE

TEXAS RANGER — STAR-GATE DEFENDER, BASIC — HOME BUDGET, MARTIAN MAZE — GOLD RUNNER, TELEPHONE DIRECTORY. ALL AT INTRODUCTORY PRICE £4.95 EACH INC. OR SEND S.A.E. FOR FULL LIST.

**FORTEX SOFTWARE, 71 ST GEORGE LANE NORTH, WORCESTER WR1 1QX.**

### ATARI 400/800 SOFTWARE

Why spend a fortune on software when you can hire all the very latest released games etc. at a most competitive rate? We have an all-round selection of disks, cassettes and cartridges awaiting your Atari 400/800. Apply now and hire your first 2 games free. For full details send stamped addressed envelope or phone evenings 7pm-10pm or weekends. (0783) 286351.

**Games & Software Club, 35 Tilbury Road, Thorney Close, Sunderland SR3 4PB.**

### CARTRIDGE CITY

for Atari 400/800 rom rentals.  
Yearly membership £5.  
Rates 20p per day.

Details from:

**CARTRIDGE CITY, 25 Gaitside Drive, Aberdeen AB1 7BH. Tel. (0224) 37348.**

### ATARI 400/800 OWNERS

Learn French or German and save money! £10 off Atari language course. Send only £29.99.  
**Warehouse 10, 210 Tower Bridge Road, London SE1 or phone 01-407 8793.**  
Access, Visa, Diners Club and American Express accepted. Callers welcome. Open 7 days a week.

### ATARI COMPUTER OWNERS

Hire all the latest software at cheap rates. Hundreds of discs/cartridges/cassettes for hire. Life membership now only £15 with your first 2 games free. Send S.A.E. to:  
**Number One Games Library, 1 Cherry Holt Avenue, Heaton Mersey, Stockport, Cheshire, SK4 3PT.**

### ATARI 400/800 OWNERS

Vast range of cassette, disc and cartridge software for hire at £2.00 per week. Life membership is £15 (including 1st game hire). To join send £15 cheque/P.O. and list six games in order of preference. Or send S.A.E. for details.  
**CASTLE GAMES LIBRARY, 44 AUGUSTA CLOSE, ROCHDALE, LANCS. Tel: (0706) 59602.**

To place  
a MicroAd  
in the  
March  
issue of  
Computer &  
Video Games  
call  
01-278  
6552

## T199/4A SOFTWARE

### PILOT

**£5.95**

A great new flight simulation game for the unexpanded T199/4A. Graphics display of landing strip and terrain map, plus updated instrument panel. Options for take-off, landing or in flight. Full instructions included. Graphics and sound.

### TEXAS PROGRAM BOOK

**£5.95**

35 programs for the unexpanded T199/4A, including 3-D Maze, Lunar Lander, Caterpillar, Horse Race, Invader, Morse Code, Arithmetic, Alien Attack, Organ, Evasion and many more.

Send cheque or P.O. or telephone with Access, Barclaycard for immediate despatch. Please add 50p p&p to orders under £7. Orders over £7 post free.



### APEX SOFTWARE

**Swiss Cottage, Hastings Road,  
St. Leonards-on-Sea TN38 8EA.  
Tel. Hastings (0424) 53283**



## PERSONAL SOFTWARE USERS' ASSOCIATION

### SAVE MONEY NOW!

Join us and benefit from our swap shop service and discount purchasing. Hundreds of programmes available for exchange for ZX81, Spectrum, Oric, Atari, Vic20, Com.64, T199/4a, Dragon, BBC. Why buy new every time? Many other bargains and services. For details send S.A.E. to **P.S.U.A., 2 Ramsay Street, Broughty Ferry, Dundee, Scotland.** Name your micro.

**SHARP MZ-80K/A SOFTWARE.** 12K m/c Reversi (Othello), 3 skill levels. Also 10K m/c Snapper (Pacman). Both on cassette for only £5. P.O./cheque payable to S.F.B. Software, "Beaulieu", Tower Road North, Heswall, Merseyside.

**VIC 20 (16K) ADVENTURE.** Amazonian Quest. Classic text adventure. Cassette at £5. T. Runnecks, 2 Warners Avenue, Hoddeston, Herts.

**T199/4A COMPUTER** + joysticks + cassette lead, £70. Parsec + Connect 4 + Teach Yourself Basic. £30. (Ext). Basic £40. Adventure Pirate/St. Odyssey £30. Everything £150. Tel: 0705 527031.

**BBC SOFTWARE.** Mugger's Alley, Astroblast, Supalander, etc. colour, sound + sophisticated graphics. Many titles. Two programs for only £4. Many authors. Send for details: Kingsoft, 2 Preston Road, Wimbledon SW20.

To place a **LINEAGE** advertisement in EITHER the "MicroAds" or "MicroSell" section of **COMPUTER & VIDEO GAMES**, please fill out the order form below, in **BLOCK CAPITALS**, ONE WORD PER BOX (telephone numbers count as one word and addresses must be included in the total). The **FIRST TWO** words **ONLY** will appear in **BOLD**. Please underline any additional words you wish to appear in bold.

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30

Minimum number of words is 15, maximum 40 (continue on a separate sheet where necessary). Please ring which month(s) you wish your advertisement to appear in

**MARCH**

**APRIL**

**MAY**

**TOTAL** number of words for ALL insertions

(i.e. 15 words per advertisement to appear in two months = 30 words in total)

**COST:**

**MicroSell** (Private)

25p per word

35p per additional bold word

**MicroAds** (Trade)

40p per word

50p per additional bold word

I enclose a cheque/P.O. for £ ..... made payable to Computer & Video Games.

Name .....

Address .....

**POST TO: AD. DEPT, C&VG, 8 HERBAL HILL, LONDON EC1R 5EJ**

### TERMS AND CONDITIONS

1. Trade advertisers will appear in the MicroAds section, private advertisers in the MicroSell section.
2. All lineage advertisements **MUST BE PRE-PAID** (Cheques and postal orders made payable to Computer & Video Games).
3. The Publishers reserve the right to refuse an advertisement.



# HIRE VIC 20 HIRE

## INTELLIVISION

2600 ATARI 400/800

## COLECOVISION

### CARTRIDGE LIBRARY

Do YOU want the best?

Then get it with **M.D.M.** the fastest growing cartridge library in the country — now read on.

- ★ Hire charges from 17½p per day.
- ★ Latest arcade-type games from America.
- ★ New titles added regularly.
- ★ Fast reliable service.
- ★ Life membership now £10.
- ★ Members eligible for generous discounts (hardware and software).
- ★ Hire what and when you like.
- ★ High score charts.
- ★ No cartridge is unobtainable.

**JOIN NOW** on money back approval send S.A.E. or ring 0282 697305 to:

**MDM Home Computer Services,**  
Dept. 4, 20 Napier St., Nelson,  
Lancs. BB9 0SN.

ATTENTION

ATTENTION

**ATARI 400/600/800 OWNERS**

# MIDLAND GAMES LIBRARY

Do you want to join a long established library?  
Are you looking for a fast efficient and friendly service?  
Would you like to select from over 500 cassettes, cartridges, discs and utilities?  
Would you appreciate approximately 25-30 new additions per month?  
Are you interested in interactive club schemes?  
Before writing to the rest, try the BEST.  
Various permutations where 2 games may be hired at once.  
Special introductory offer for new members.  
Send large SAE for details.

**M.G.L.**

**48 Read Way,**  
**Bishops Cleeve, Cheltenham**  
**(0242-67) 4960 6pm-9pm**

All our games are originals with full documentation

## ADVERTISEMENT INDEX

Acornsoft	129	Imagine	9, 52, 170	Quicksilva	2, 46
Addictive Games	26	Incentive	37	Rabbit Software	28
A&F Software	8	Interceptor Micros	58	Ram Electronics	114
AGF Hardware	158	Joe The Lion	171	Richard Shepherd	79
Alien, The	46, 140	Kernow	150	Richard Wilcox	94
Anik	75	Lantern	46	Romik	88
Apex	167	Leisure & Business Developments	151	Seyn Software	66
ASE	151	Llamasoft	164	Shards	121
Ashby Computers & Graphics	72	Martech Games	6	Softek	86/87
Atari	34/35, 138/139	MC Lothlorien	10/11	Softsel	124/125
Audiogenic	69	MDM Home Computer Services	168	Softshop	103
Beyond Software	130/131	Melbourne House	92/93	Software Club	77
Big G Software	162	Merlin	114	Software Projects	80, 122/123
Blaby Computer Games	134	Microdeal	55	Solar Software	55
Cablessoft	142	Micromania	22	Solo Software	48
Cascade	74	Micronet 800	146/147	Spectrum	12/17
CDS Microsystems	70/71	Midland Games Library	168	Starzone	74
Centresoft	116/117, 169	Mirrorsoft	36	Sumlock	49
Chromasonic Electronics	81	Mission	53	Tansoft	20
Consumer Electronics	4	Modular Concept	53	Temptation	109
Crash	151	Mogul	61	Terminal	104
Currah	43	Mr Chip	110	Timescape	48
DAMS	62/63	National Software Library	145	3-D Computers	22
Datel	37	New Generation	102	Video City	140
DJL	148	Ocean	0BC	Visions	111
Doctorsoft	33	Paradox	121	Vision Store	150
DSS	154	Paramount	59	Voyager	121
E&E Enterprises	150	Parco Electronics	134	Vulcan Electronics	134
English Software	78	Phoenix	18	Wiley, J.	98
Euromax	42	Postern	90	Xaviersine	132
Fantasy	95	Procom	30	Yorkshire Software Library	140
Faulkner, R.	46	Program Factory	145	ZX Microfair	142
Games Machine	155	Psion	91		
Gem Software	53	PSS	82/83		
Hewson Consultants	115				



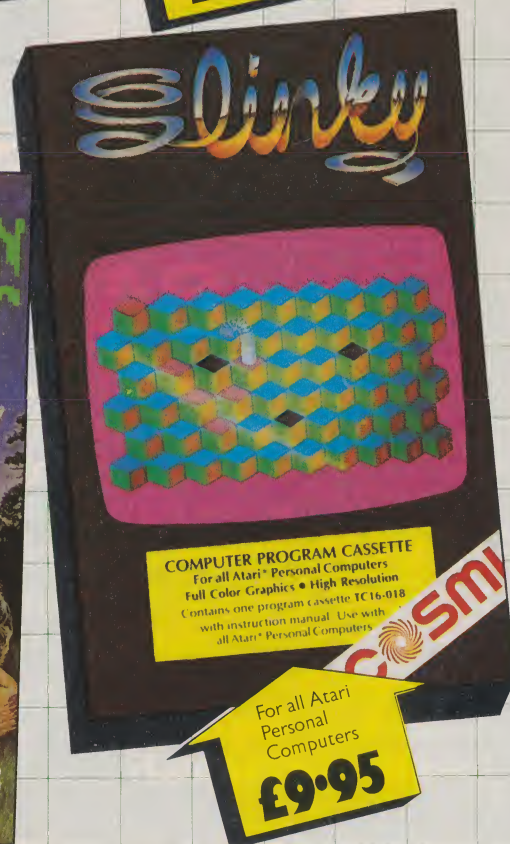
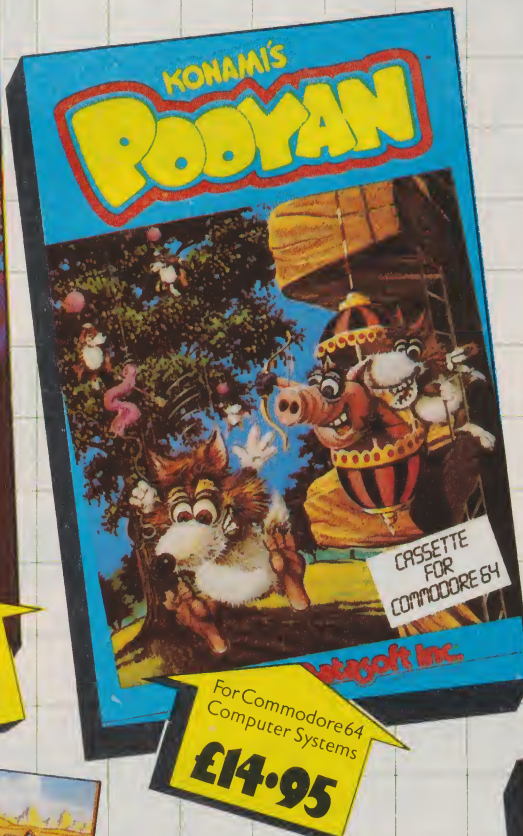
# U.S. Classics at Brand New Prices!

CentreSoft breaks the US Price Barrier!

Our unique buying power allows CentreSoft dealers to sell many US Classic Games at up to half normal price.

No frills, no gimmicks-just honest value for money.

Available at BOOTS and your local CentreSoft dealer NOW.



# CentreSoft

**DEALERS!** for information on how to become a CentreSoft stockist: Write to: CentreSoft Ltd., CentreSoft House, Unit 24, Tipton Trading Estate, Bloomfield Road, Tipton, West Midlands DY4 9AH TEL: 021-520 7591  
DISTRIBUTOR ENQUIRIES WELCOME



# They may be smiling now, but they are about to encounter...



## PSYCLAPSE & BANDERSNATCH. COMMODORE 64 48K SPECTRUM

How will these four master computer game writers be feeling in a few weeks time?

They have been brought together to pool their awesome talents to create the two most sensational, mind boggling games ever imagined...**Psychclapse and Bandersnatch.**

When such computer wizards as (from left to right) Ian Weatherburn, Mike Glover, John Gibson

and Eugene Evans are locked away for weeks on end, anything can happen, will they maintain their sanity, or whats more to the point can you control your patience?



**Coming soon from Imagine...Psychclapse and Bandersnatch... the two most exhilarating experiences ever. Can you wait?**

Imagine Software Limited, 5 Sir Thomas Street, Liverpool, Merseyside L1 6BW.  
Dealer Enquiries Contact: Colin Stokes on 051-236 8100 (20 lines).



THERE IS ONLY ONE KING  
OF THE SOFTWARE JUNGLE!

# Joe the lion



**Bimbo** £5.45  
Any Spectrum



**Loki** £6.45  
48 K Oric

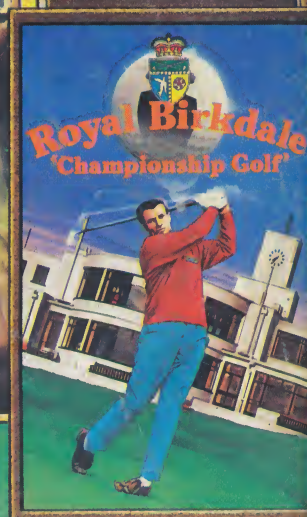


**Challenger** £7.45  
BBC B

Distributors please contact Laurence Holt Tel :-061-366-7431. Available from good software outlets.



# Don't miss the boat!..



## Discover five fantastic new Oceans

The escapades of Moon Alert could turn even you into a complete Lunatic!

On the testing greens of Royal Birkdale emulate the golfing 'greats' using your own skill and talents.

Seek out treasures on the Island of Death but beware the dangers of quicksand, tunnel bugs, giant ants and snakes... to name but a few!

Just like the Arcade original, rescue Esmeralda from her castle strong hold and pit your wits against the arrows, fireballs and knights.

Mr Wimpy - the zaniest burger battle to sizzle your screens.

<b>Moon Alert</b>	Spectrum <b>5.90</b>
<b>Royal Birkdale</b>	Spectrum <b>6.90</b>
<b>Island of Death</b>	Oric <b>6.90</b>
<b>Hunchback</b>	Spectrum, Oric, Comm. 64 <b>6.90</b>
<b>Mr Wimpy</b>	Spectrum <b>5.90</b> , Oric, Comm. 64 <b>6.90</b>

# ocean

Ocean Software,  
Ralli Building, Stanley Street,  
Manchester M3 5FD.  
Telephone: 061 832 9143.

Ocean Software is available from selected branches of: **WOOLWORTH**, W H SMITH, *Boots*, John Menzies, LASKYS, Rumbelows, Spectrum Shops and all good software dealers. Trade enquiries phone: 061 832 7049.